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Title:

METHOD AND SYSTEM FOR ROUTING PACKETS IN A PACKET  
COMMUNICATION NETWORK. ;

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Inventor(s):

KALKWARF ROBERT LEE (US); BARAN PAUL (US); FLAMMER III GEORGE H (US)

Applicant(s): METRICOM INC (US) ;

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ABSTRACT:

A packet network routing method and system based on geographic coordinate identifiers is described. Each node in a network is uniquely identified by absolute geographical coordinates or by a code indicating absolute location in an external coordinate-based reference system (node coordinates), and such absolute geographical coordinates or the equivalent are employed as part of a packet identifier for each packet generated for use in making routing decisions. The node coordinates of a local node and its neighboring nodes and the packet coordinates are used by means at each node through which a packet is routed for determining a desired forwarding route of a data packet. The routing may be prioritized according to preselected criteria, preferably achieving maximum forward progress using the least amount of power. The packet routing protocol according to the invention requires no routing directory or table to perform data routing.



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(71) Applicant: METRICOM, INC.  
2605 Winchester Boulevard  
Campbell, California 95008(US)

(72) Inventor: Baran, Paul  
83 James Avenue  
Atherton, California 94025(US)  
Inventor: Flammer III, George H.  
21884 Woodbury Drive  
Cupertino, California 95014(US)  
Inventor: Kalkwarf, Robert Lee  
6078 Alcantar Drive  
San Jose, California 95129(US)

(74) Representative: Dr. Fuchs, Dr. Luderschmidt  
Dipl.-Phys. Seids, Dr. Mehler, Dipl.-Ing.-  
Weiss  
Abraham-Lincoln-Strasse 7, Postfach 4660  
W-6200 Wiesbaden(DE)

(54) Method and system for routing packets in a packet communication network.

(57) A packet network routing method and system based on geographic coordinate identifiers is described. Each node in a network is uniquely identified by absolute geographical coordinates or by a code indicating absolute location in an external coordinate-based reference system (node coordinates), and such absolute geographical coordinates or the equivalent are employed as part of a packet identifier for each packet generated for use in making routing decisions. The node coordinates of a local node and its neighboring nodes and the packet coordinates are used by means at each node through which a packet is routed for determining a desired forwarding route of a data packet. The routing may be prioritized according to preselected criteria, preferably achieving maximum forward progress using the least amount of power. The packet routing protocol according to the invention requires no routing directory or table to perform data routing.

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BACKGROUND OF THE INVENTION

This invention is related to U.S. Patent No. 4,939,726, issued July 3, 1990, under the same title as herein. The invention relates generally to a method for routing data packets through a packet communication network. The instant invention is a specific improvement related to geographic addressing schemes.

Packet communications is a form of data communications whereby segments or packets of data are routed with error checking and confirmation of receipt directly or relayed via relay stations between a source node or station and a destination node or station. Several methods of data packet routing are known. According to one method, the address in the header of the packet is used as an index to a directory of packet routing lists. Packet routing lists must be prepared with knowledge about the location of each node in the network. Each node is identified by a header identifier. A packet routing list consists of an ordered list of packet node identifiers or call signs. Directory-based routing schemes require continued maintenance and communication of network interconnectivity information employed in the directory. Each of these functions drains network resources and can become intractable in a large network. However, one of the advantages of directory-based routing techniques is that it permits optimization of routing for a wide variety of network parameters, including data delay, throughput, reliability, priority and the like.

Another basic routing technique is the nondirectory-based routing technique. In nondirectory-based routing, the complexities associated with routing techniques are avoided. There is no connectivity information, which thus simplifies construction of each node. However, nondirectory-based routing techniques do not permit network parameter optimization.

The following patents were uncovered in a search of prior art with respect to the subject invention:

	<u>Inventor</u>	<u>Patent No.</u>	<u>Date of Patent</u>
25	Otomo et al.	4,074,232	February 14, 1978
	Sanders, Jr. et al.	4,135,156	January 16, 1979
	deCouasnon et al.	4,168,400	September 18, 1979
	Maxemchuk	4,516,239	May 7, 1985
30	Cohen et al.	4,525,830	June 25, 1985
	Maxemchuk et al.	4,534,024	August 6, 1985
	Gable et al.	4,550,402	October 29, 1985
35	George et al.	4,644,532	February 17, 1987
	Lea et al.	4,661,947	April 28, 1987
	Lambarelli et al.	4,663,758	May 5, 1987

The Maxemchuk patents of Bell Laboratories teach the use of data packet systems over cable television networks and also teach the use of variable length packets for voice. The George et al. patent to IBM teaches the use of routing notes utilizing the topology of the network. The Sanders patent teaches the use of satellite communications whereby messages are routed via a local relay station. The Lea patent to Bell Labs teaches the use of a self-routing packet switching network. None of these patents suggest routing based on a node identifier which employs absolute geographic location indicia in the identifier for use in establishing routing.

The remaining patents above relate to the general state of the art of packet communication.

A noteworthy background reference related to radio-based packet communications is the published standard for AX.25 entitled "AX.25 Amateur Packet-Radio Link-Layer Protocol," Version 2.0 (October 1984), Publication No. 56, American Radio Relay League, Inc., Newington, CT. This protocol is directed to the link layer or level 2 of the International Organization for Standardization (ISO) seven-layered reference model of Open Systems Interconnection (OSI) and is based on the CCITT X.25 level 2 LAPB protocol standard of Recommendation X.25 of the International Telegraph and Telephone Consultative Committee (CCITT). The AX.25 protocol differs from the X.25 protocol in that the AX.25 protocol provides for repeater stations and repeater linking at the link layer, and specifically up to eight repeater stations under Version 2.0. Whereas the ability to address a destination via a prescribed repeater chain proved to be an advance for link layer protocols, the link remains susceptible to breakdown in linking if the chain is interrupted or changed. As will

be explained hereinbelow, the present invention represents a substantial departure from an addressing protocol based on explicitly predefining a routing.

Additional background information can be found in the following references.

Mischa Schwartz, Telecommunication Networks: Protocols, Modeling and Analysis, New York: Addison-Wesley, 1987, Chapter 6. This chapter from a standard textbook describes the routing function of the Network Layer of the protocol. It provides a view of what is currently being taught to those skilled in the art, and it contains a particularly pertinent discussion of decentralized algorithms, of which the present invention is one example. Of interest is credit given to the lead inventor of the present invention on page 273.

Takagi and Kleinrock, "Optimal Transmission Ranges for Randomly Distributed Packet Radio Terminals," IEEE Transactions on Communications, Com.-32, No. 3, March 1984, pp. 246-257. The Takagi et al. article and the subsequently-cited article describe academic research relating to the problems of packet radio networks. Takagi et al. refers to state-of-the art analysis of the slightly different packet radio network, the slotted/non-slotted single-frequency ALOHA network first published in the early 1970's.

Hou and Li, "Performance Analysis of Routing Strategies in Multihop Packet Radio Network," (Conference Paper CH2064-4/84/0000-0487), IEEE, 1984. In this paper, the authors provide definitions and disclose a model for analyzing the throughput and forward progress of a multiple hop packet radio network. Routing strategies are demonstrated, and a specific strategy adopted in the present claimed invention, namely, "Nearest with Forward Progress" or simply nearest forward progress (NFP), is disclosed and analyzed. The conclusion is reached therein that the best strategy for propagating packets in a large network is NFP. It basically states that the overall best interest of a multihop packet network is served when each node uses the least power possible to maintain forward progress of a packet.

M.D. Busch, "NET/ROM for the TNC-2, Amateur Radio Version 1," May 1987. This paper is a printout of the documentation of the software for the current best low-cost commercial implementation of a packet radio network. The NET/ROM software was written by R. E. Raikes, (Amateur call WA8DED), and is sold by Software 2000, Inc. of Arroyo Grande, California. This documentation discusses for example one solution to the routing problem, namely, the use of routing-table-driven routing, the routing tables being created by the distributed algorithm at each node and then the updates to the table is propagated throughout the network. NET/ROM has been a very successful "Layer 3/4" implementation of a network, but it suffers the weakness of all large routing-table-driven packet networks: excessive system overhead related to dynamic adaptation of the network to changes. This documentation is provided to show the process of making routing decisions in a real-world implementation.

In a theoretical paper first published in March of 1987, less than one year prior to the effective filing date of this application, entitled "Routing and Addressing Problems in Large Metropolitan-scale Inter-networks" by Gregory G. Finn, ISI Research Report ISI/RR-87-180 March 1987 (Marina del Rey, California) there appears a description of a Cartesian routing protocol of one form. The Cartesian routing protocol described therein associates a semi-unique ordered Cartesian location with each gateway (node) as part of a Cartesian address combining a location element and a gateway identifier. Position is represented by this location identifier and a metric distance is calculated between two such locations based on the location identifier. Specific reference is made therein to the use of latitude and longitude values as the basis of the Cartesian coordinate system. A hierarchy is suggested therein based on the hop range of reachable nodes in the network. The hierarchy suggested therein is used in conventional telephone networking protocols. The Finn paper is believed to be the only description of a packet routing protocol suggesting use of Cartesian geographical coordinates. Notwithstanding, this paper is not prior art to the subject invention under the patent laws of the United States.

#### SUMMARY OF THE INVENTION

According to the invention, each node in a packet communication network is uniquely identified by absolute geographical coordinates or by a code indicating absolute location in an external coordinate-based reference system (node coordinates), and such absolute geographical coordinates or the equivalent are employed as part of a packet identifier for each packet generated for use in making routing decisions (packet coordinates). The node coordinates of a local node and its neighboring nodes and the packet coordinates are used by means at each node through which a packet is routed for determining a desired forwarding route of a data packet. The routing may be prioritized according to preselected criteria, preferably achieving optimum forward progress, that is, maximum forward progress using the least amount of power and taking into account characteristics of the system.

The packet routing protocol according to the invention requires no routing directory or table to perform data routing. Each node of the network collects or is otherwise provided with information about the quality of

communication between itself and its neighboring nodes within its communication range. When a data packet has been received at a node, it is routed further through the network based on criteria derived from the history of communication between the local node and its neighbors. The criteria include distance, power requirements, retry history (reliability), throughput history, speed of transfer (net data rate), network delay, and data priority. Typically, there is an initialization procedure which is executed to determine the latitude and longitude of neighbors within a destination quadrant, and the criteria are weighted in accordance with preselected preferences to establish, at each subject node, a link quality (LQ) factor for each possible destination local to the subject node. The link quality factor may be used as, or otherwise be used to establish, a metric.

In a preferred form, the metric may be used in to establish a hierarchy among possible local destinations based on the maximum forward progress attainable using the minimum amount of power, herein termed optimum forward progress or OFP. This routing protocol has been found to be superior in very large networks in applications requiring a high rate of packet throughput.

The invention will be better understood by reference to the following detailed description in connection with the accompanying drawings.

#### BRIEF DESCRIPTION OF THE DRAWINGS

- Fig. 1 is a block diagram illustrating a generalized data network topology;  
 Fig. 2 is a flow chart describing the basic steps of the invention for use with specific routing algorithms;  
 Fig. 3 is a block diagram illustrating a general node according to the present invention; and  
 Fig. 4 is a flow chart of a specific routine according to the present invention.

#### DESCRIPTION OF SPECIFIC EMBODIMENTS

In accordance with the invention, each node in a network is identifiable by location. Each packet is thereby able to be directed to a destination based primarily on location information contained in a header at the proper level of its data packet. A packet is organized as follows:

| L1H | L2H | L3H | L4H | data | L1T |

where:

- L indicates "layer";
- H indicates "header";
- T indicates "tailer."

Layer 1, is the "physical layer," which is responsible for transferring data in a packet in error-free form. If a packet is received which contains an indication of error, the packet is discarded and not acknowledged by the receiver. When sending data, the physical layer performs no error checking, it is not responsible for resending failed packets, and it is not responsible for any form of packet routing. A suitable Layer 1 is organized as follows:

| Layer 1 Header | ... | Layer 1 Tailer |  
 | Start Flag | DL | | CRC | End Flag |

where:

- Start Flag is a unique one-byte word signalling the start of a packet;
- DL is the Data Length in two bytes;
- CRC is a two-byte long cyclic redundancy check word field calculated from the beginning of the data length field through the CRC field;
- End Flag is a unique one-byte word signalling termination of the packet.

Nonflag pad characters which convey no information may precede or trail a packet for timing delay and synchronization without affecting the protocol.

A complete header must contain at least the following information: the address of the ultimate destination in geographic coordinates and the address of the best next hop in geographic coordinates. Only the address of the best next hop is changed when a packet is forwarded. At least part of this information is contained in the Layer 2 header.

- 5 The Layer 2 header or ISO link layer header comprises the destination address, the source address, a prototype field (packet protocol and type) and a frame identification. A suitable Layer 2 header is organized as follows:

10 | DA | SA | PT | FID |

where:

- 15 DA is Destination Address (5 bytes);  
 SA is Source Address (5 bytes);  
 PT is packet protocol or packet type (1 byte);  
 FID is the frame identifier (FID) field.

In accordance with the invention, the destination address is the geographic coordinates of the next local destination and the source address is the geographic coordinates of the local node. Further in accordance with the invention, the destination address of a received packet becomes the source address of the same packet on its retransmission, and the destination address for retransmission is selected by the local node based on analysis of the metrics used to establish optimum forward progress.

The field designated Destination Address is a five-byte address of the desired destination of the local specific packet at the current time in its current form, that is, the Layer 2 destination. It is not the ultimate destination of the packet. Similarly, the field designated Source Address is a five-byte address of the layer 2 source node, the address to which an immediate acknowledgment of receipt is directed. The prototype is an eight bit field further broken down into two parts: a four bit protocol designation field and a four bit packet type designation field. The frame identifier field is used to uniquely identify the data frame (DATA) and its related acknowledgment field (ACK) as well as its related acknowledgment of acknowledgment field (ACK-ACK). Packets containing ACK and ACK-ACK are short, since the full data information need not be employed. What is needed are the prototype, frame identifier, destination address and source address.

According to the invention, the wide area network (WAN) destination address and source address are also express in terms of geographic coordinates. In a specific embodiment of the invention, the ultimate destination address is contained in a Layer 3 header, which is used for routing a packet between any source and any destination within a wide area net or between wide area nets.

A suitable Layer 3 header is organized as follows:

40 | WANDA | WANSa | PT | WANFID | LUCK |

45 where:

- WANDA is the Wide Area Net Destination Address (5 bytes);  
 WANSa is Wide Area Net Source Address (5 bytes);  
 PT is packet protocol or packet type (1 byte);  
 WANFID is the frame identifier field (2 bytes)  
 50 LUCK is 1 byte for indicating luck status.

According to the invention, upon receipt of a packet at any node, the Layer 3 header is examined to determine if the WANDA in the header corresponds to the WANDA of the node. If the WANDAs are not identical, the node routes the packet by forwarding it to a next hop in the network in accordance with the protocol supported by the node which is requested by the packet. Several routing protocols are contemplated. The "CROW" protocol is a protocol calling for forwarding in the most direct route, i.e., "as the crow flies." The "WILDFIRE" protocol is a protocol calling for broadcasting the packet to virtually all addressable nodes from the local node, i.e., to spread a packet "like a wildfire." In the wildfire protocol, where several identical packets may be circulating simultaneously, it is helpful to uniquely identify each

packet via the WANFID so that a receiving node can identify whether the packet has been heard before and hence need not be forwarded. Other protocols may be defined as need arises or as technology develops for use in an installed system.

The luck byte is analogous to a "time-to-live" field in other protocols. It is set by the originator and algorithmically decremented by each transferring repeater until it reaches zero and is "out of luck." It is then treated in accordance with any predefined error handling mechanism. The luck concept prevents wayward packets from endlessly propagating around a network.

The Layer 4 header for data packets contains information needed for delivery of a packet within a local area net (LAN). Within the Layer 4 header is the device identifier, that is, the LAN destination address. A suitable Layer 4 header is organized as follows:

| DA | SA | PT |

15

where:

DA is Destination Address (5 bytes);

SA is Source Address (5 bytes);

20 PT is packet protocol or packet type (1 byte).

The LAN Destination Address is the identifier of the exact device, e.g., meter, within the LAN. The LAN Source Address is the device identifier of the originating device. It is used by the destination device for formatting a response packet. The packet protocol is as above and may be optionally implemented as needed.

25 Routing a response back to the source merely involves swapping the LAN Destination Address for the LAN Source Address, assuming the Layer 3 header has been properly rebuilt for the return.

Each device in a network thus has a primary address, namely, the WAN Address, and a secondary address, namely, the LAN Address. The WAN address is the unique latitude and longitude designation of each repeater node, within one second (20 meters) of geographic accuracy. All devices within the LAN of the repeater node use the WAN Address of the repeater node as their WAN Address.

30 The advantage of use of encoded geographic coordinates is the complete elimination of any requirement for creation and maintenance of routing tables, i.e., a table which contains information on the best path to any destination in the network. The overhead for maintaining a routing table, which increases as the square of the number of nodes, is thereby eliminated. Since direction is inherent in the addressing scheme according to the invention, routing tables are eliminated in favor of decision making at each repeater node on routing in accordance with the requested protocol embedded in the received packets.

It is recognized that multiple use of the same undifferentiated WAN address raises questions about uniqueness of topological designation. It is therefore assumed that the WAN addresses are all unique, and assignments of WAN addresses are so chosen. The LAN addresses provide the device names reachable at each WAN address, and they are also assumed and defined to be unique for each WAN address.

40 Referring now to Figure 1, there is shown a data network 10 in a topology in accordance with the invention. The network 10 consists of repeater nodes labelled A through Z interconnected by paths 12 representing allowable communication links between nodes. Consider for example data arriving at a local node J with a destination of node Y. Routing to node Y according to the invention would be most directly routed via node P and node V. Each node would consult its internal neighbor list and route data in turn to the next neighbor node on the path to destination Y.

Alternatively, consider data arriving or originating at local node Q with a destination W. While the geographic location of W is close, since each node is identifiable as according to its latitude and longitude or other geographic location, a more tortuous path is required to route the data, namely via R to X to Z to W.

50 Figure 2 is a flow chart illustrating the basic routing method at each node. At each node, the data is first received (Step S1), and then it is determined whether the data is intended for this node (Step S2). If it is, the data is processed at the local node (Step S3). If the packet is not for this node, it is determined if the packet is for the LAN or the WAN subnet (S4). If for the LAN (i.e., the WAN address is the same as the node performing the routing), the packet is re-built (S5) and queued for transmission on the LAN (S6). If the WAN address in the packet is not the same as the node doing the routing, the packet is re-built for a WAN routing (S7), enqueued (S8) and passed to the 'scan for link' algorithm (S9 and Fig. 4) When the link is found that will accept the packet, the packet is sent (S10). Should the packet not be able to be routed in a

forward manner an error process is initiated. For example, the local node may inform the source, namely the previous node in the path, to resend the packet via another node. Alternatively, the local node may return the received packet to the source node for rerouting using an entirely different routing protocol.

As a part of the forwarding decision, a local table maintained by the local node is examined to  
 5 determine the best next hop. The best next hop may be based on various criteria including distance, output power required to establish communication, retry history (reliability), throughput history, speed of transfer (net data rate), network delay, data priority, link utilization percentage, closeness to desired destination, closeness to desired bearing, randomness, closeness to local bearing, a link quality factor and the like. In a specific embodiment, optimum forward progress is the primary criterion, that is, maximum forward progress  
 10 attainable using the least amount of power and taking into account characteristics of the system. This is determined by calculating the metric between the destination coordinate and the neighbor node and selecting the optimum metric among all neighboring nodes of the subject node. The power requirement may be observed by simply noting whether a "sent" packet reaches the next node; if not, there was not enough power. The packet is then sent to the best node based on this power limitation, or the system  
 15 automatically increases power so the packet will reach the best node. Typically, there is an initialization procedure which is executed to determine the latitude and longitude of neighbors within a destination quadrant, and the criteria are weighted in accordance with preselected protocol criteria. The criteria may be adjusted from time to time or automatically based on experience with the network.

History of communication is an important factor in developing and maintaining a local table. For  
 20 example, history of communication with a dead end node would provide an indication to the local node that such a dead end node is not useful for forwarding packets.

Routing errors are identified by type and processed accordingly. There are for example three types of routing errors, Bad Destination, Can't Get There, Retried Out. Bad Destination errors are errors where the destination node is incorrectly specified. A packet containing a Bad Destination designator will have  
 25 searched for the destination until it is discarded by the network.

Can't Get There errors are similar to Bad Destination errors, except that a proper destination address has been specified. For example, if no provision is provided to get around a topological obstacle, such an error would be generated. The packet would require retransmission via a more robust protocol if delivery of the packet is to be achieved.

30 Retry Out errors occur when the network is too busy to handle all packets. Undelivered packets require retransmission at a later time.

Once a decision is made as to which neighbor node is to receive the packet, the local node changes the packet header address by putting the address of the best next hop into an appropriate field of the header and then sending it to the interim destination or neighbor node.

35 The process is repeated for each hop as the receiving neighbor node becomes the local node for the subject packet. The process continues until the packet finds its ultimate destination.

The process of error handling is much simplified because the header inherently carries with it sufficient information to compute distance metrics between a packet and its destination.

The method according to the invention can be used with a variety of routing algorithms and protocols.  
 40 For example, a maximum forward progress (MFP) routing algorithm may be used. According to the MFP algorithm, a node attempts to send data to its neighbor closest to the final destination. In this algorithm, the transmitter power is selected to be whatever is required to establish the link. This technique has particular advantage where transit time is critical.

Alternatively, and preferably in packet applications, a nearest forward progress (NFP) algorithm may be  
 45 used. In a nearest forward progress algorithm, the local node utilizes the minimum power necessary to link with a neighbor and still make some forward progress. This technique has particular advantage in dense and complex networks where transit time is less critical. It has been found that overall network throughput improves in a very active network when the nearest forward progress technique is employed, as compared to conventional techniques which create large numbers of collisions due to large numbers of active packets  
 50 in the same broadcast area. This represents a departure from conventional theory which preferred to cause data to be moved as far as possible with each hop on grounds that minimizes relays would avoid delay. A nearest forward progress algorithm uses a channel more efficiently in packet radio communications because transmitters can use lower power and are less likely to be heard by unaddressed stations and therefore are less likely to cause interference due to collisions.

55 Another useable algorithm is the flooding sink or "Wildfire" algorithm, mentioned hereinabove. In the flooding sink algorithm, the local node routes data to all neighbors (other than the source node). Some directional bias may be applied in order to limit the range within a destination quadrant or hemisphere to which data packets are sent. To prevent packets from circulating indefinitely and to eliminate redundant

rebroadcast, a packet is only rebroadcast when heard for the first time.

Finally, a biased random routing algorithm may be employed. The biased random routing algorithm is the simplest routing algorithm. It distributes data relatively quickly and preferably it is biased to deliver data to only one hemisphere so that data is sent to anyone in the correct general direction of the destination.

5 In a more detailed embodiment, the present invention can be viewed in the context of the seven-layer OSI (Open Systems Interconnection) architecture and protocols in connection with HDLC, the standard bit-transparent data link control for point-to-point and point-to-multipoint connections. The invention is intentionally designed to be independent of any specific apparatus so long as it operates within the standard. In an exemplary implementation as shown in Fig. 3, a network could comprise a plurality of nodes 20, each  
 10 consisting of a standard terminal node controller (TNC) (such as a TAPR TNC-2) implemented as an ordinary AX.25 digipeater node broadcasting through an ordinary VHF transceiver 24 (such as a Kenwood Model 7930) and using an optional personal computer 26 (such as an IBM PC-XT) as a terminal emulator and running appropriate software in the TNC 22 and/or the computer 26 according to the invention. The transceiver 24 typically includes means for measuring, directly or indirectly, the strength of a received  
 15 signal, and imbedded in the structure of the packet according to the invention is sufficient information to identify location from which distances can be computed.

Four source code modules are provided herewith in Appendixes A, B, C, and D as samples of an implementation of various aspects of the disclosed invention: L2SCAN.C; L2WAN.C; L2NODE.C; and L2MAINT.C. This implementation is written in C, a widely-used computer language.

20 The module L2SCAN.C contains routines that determine which "link" (W1) on which the packet would be "best" routed out (W2). The routine "ScanForLink(...)" is the central decision making module. It is passed the destination WAN address and selects from the set of links it has available (W3) the ones most likely to provide forward progress of the packet (as determined by the routine "ProbableProgress(...)"). These are placed in a list by the routine "insert\_in\_poll\_list(...)." This list is then tested for viability (W4)  
 25 in decreasing order of desirability (W5), if the link responds (W6),

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#include <stdio.h>
#include <stdarg.h>

#include "std.h"
#include "kernel.h"
#include "net.h"

#include "mtime.h"
#include "mclock.h"
#include "addr.h"
#include "angle.h"

#include "l0.h"
#include "l1.h"
#include "l2.h"
#include "l2lanwan.h"
#include "node.h"
#include "l3.h"
#include "l3lanwan.h"
#include "platform.h"
#include "config.h"
#include "scan.h"

/* l2scan.c **** */
*
*
*
***** l2scan.c */

LOCAL BOOL poll_list_insert(
    POLL_LIST table[],
    NODE *np,
    ULONG progress,
    ARG index,
    ARG length_of_table,
    ARG num_entries )

```

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(
    ARG . i ;

    /* zero referenced; don't write beyond table */
    if( (index >= length_of_table) || (num_entries > length_of_table) )
    (
        #define DEBUG
        #ifdef DEBUG
        printf( "poll_list_insert ERROR: index:%d length:%d num_entries:%d\n",
            index, length_of_table, num_entries ) ;
        #endif
        #undef DEBUG

        return FALSE ;
    )

    /* when we're full, spill the 'last' entry */
    if( num_entries == length_of_table ) ( num_entries-- ; )

    /* move everyone 'down' one index */
    for( i = num_entries; i > index; i-- )
    (
        table[i].np = table[i - 1].np ;
        table[i].progress = table[i - 1].progress ;
    )

    table[index].np = np ;
    table[index].progress = progress ;

    #ifdef DEBUG
    if(Gabby() == GABBY_SCANNER)
    (
        ARG j ;
        printf( "poll_list_insert entries:%d index:%d np:%p progress:%lu\n",
            num_entries, index, np, progress ) ;
        for( j = 0; j < num_entries + 1; j++ )
        {
            printf( "table[%d].np = %p progress:%lu\n",
                j, table[j].np, table[j].progress ) ;
        }
    )
    #endif
)

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    )
    #endif
    return TRUE ;
}

ULONG ProbableProgress( ULONG tries, ULONG retries, ULONG parameter )
(
    ULONG    progress ;

/*
if( Gabby() == 7) printf( "ProbableProgress( %lu %lu %lu ) returning: ",
    tries, retries, parameter ) ;
*/

/* scale 'tries' and 'retries' if needed */
if( (tries > (ULONG_MAX >> 4)) || (retries > (ULONG_MAX >> 4)) )
(
    tries    >>= 4 ;
    retries   >>= 4 ;
)

/* scale 'parameter' if needed; protect division */
if( parameter > (ULONG_MAX >> 8) ) { parameter >>= 8 ; }
else if( parameter == 0 )
    ( parameter++ ; )

if( (tries + retries) > 0 )
(
    progress = ((tries << 4) / (tries + retries)) * parameter ;
)
else
(
    progress = 1 ;
)

/* if( Gabby() == 7) printf( "%lu\n", progress ) ; */
return progress ;

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    }
    LOCAL BOOL insert_in_poll_list(
        POLL_LIST table[],
        NODE *np,
        ULONG qualification,
        ARG length_of_table,
        ARG num_entries )
    (
        ARG i ;
        ULONG progress ;

        progress = ProbableProgress(
            NodeTotalDataSet(np),
            NodeTotalRetries(np),
            qualification ) ;

        for( i = 0; i < length_of_table && i <= num_entries; i++ )
        (
            if( progress > table[i].progress )
            (
                if(Gabby() == GABBY_SCANNER) printf( "Inserting %p.%lu from [%lu] into poll_table at
                %u\n",
                np, progress, qualification, i ) ;

                return( poll_list_insert( table, np, progress, i, length_of_table,
                num_entries) ) ;
            )
            return FALSE ;
        )

/*
returns NOTOK if the node doesn't respond
returns OK if the Node "NACKs" us
returns <val> if the node responds with a positive 'num_platforms'

```

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*/
ARG
(
    Tickle( NODE *np, L3_PRIORITY priority )
    PLATFORM *data ;
    ARG      return_code = NOTOK ;
    if( (data = (PLATFORM *)sys_get_queue(Freeplatform_Q)) != NULLPP )
    {
        L2_FID      fid ;
        if(Gabby() == GABBY_WAN)
            printf( "\ntickle( %p %u )", np, priority ) ;
        /* one byte of DATA, zero platform delta_tick */
        Mkl2pkt( data, 1, L2_PROTOCOL_TICKLE, L2_FTYPE_DATA_ACK, GetNewFid(np),
            NodeLinkAddressPtr(np), GetPrimeSourceLinkAddr(MSUBNET_WAN),
            MSUBNET_WAN ) ;
        *L2DataPtr(data) = (UTEXT)priority ;
        SetTraveling( NodeDeltaTick_M(np) ) ;
        IncrementNodeTickleTries_M(np) ;
        /* wait for tickle tick */
        WaitTillRightTick( TICKLE_TICK ) ;
        WAN Output( data, NodeRssiLast_M(np) ) ;
        fid = Fid(data) ;
        FreePlatform(data) ;
        /* wait for one packet only */
        if( sys_pend(WAN_MGR_RX_EVENT, TICKLE_WAIT) )
        {
            PLATFORM *rx ;
            /* get packet */
            rx = (PLATFORM *)sys_get_queue(WAN_Mgr_Rx_Q) ;
            if( (Fid(rx) == fid)
                && (L2Ftype(rx) == L2_FTYPE_ACK)

```

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    && (L2Protocol(rx) == L2_PROTOCOL_TICKLE) )
    {
        if( L2DataLen(rx) != 0 )
        {
            return_code = (ARG) (*L2DataPtr(rx)) ;
        }
        else
        {
            return_code = (ARG) (UCHAR_MAX) ;
        }
        IncrementNodeTickleSuccesses_M(np) ;
    }
    if(Gabby() == GABBY_WAN) printf("(got tickle Ack(%d,%d @ %u) ",
        Fid(rx), return_code, Current.tick) ;

    /* free the platform received */
    FreePlatform(rx) ;
}

if( return_code <= 0 )
{
    /* timed out or NACKed... return to Homelot */
    SetTraveling(0) ;
}

if( return_code <= 0 )
{
    SetNodeLastTickleGood_M(np, FALSE) ;
    NapNode(np) ;
}
else
{
    SetNodeLastTickleGood_M(np, TRUE) ;
}

return return_code ;

```

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LOCAL ARG tickle_poll_list( POLL_LIST table[], ARG table_entries, L3_PRIORITY
priority, NODE *np, MCLOCK_TIMER *pp_nap_ptr )
{
    FAST NODE *fnp ;
    ARG i ;
    MCLOCK_TIMER now ;
    ARG failure_count = 0 ;
    MCLOCK_TIMER first_nap_alarm = MCLOCK_TIMER_INFINITY ;

    if( Gabby() == GABBY_SCANNER) printf( "tickle_poll_list: entries:%u\n", table_entries
) ;

    GetMclockTimer(&now) ;
    for( i = 0; i < table_entries; i++ )
    {
        /* get FAST NODE * */
        fnp = table[i].np ;

        /* nip 'ping_pong' in the bud */
        if( (table_entries > 1) && (np == fnp) ) ( continue ; )

        else /* tickle the Node */
        {
            ARG val ;

            if( (val = Tickle(fnp,priority)) > 0 )
            {
                if (Gabby() == GABBY_SCANNER) printf("Got(%d)\n", i) ;
                UpdateIdle( 1, failure_count ) ;
                return i ;
            }
            else if( val < 0 ) /* only if we did not get anything */
            {
                failure_count++ ;
            }
        }
    }
}

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    )
    if(Gabby() == GABBY_SCANNER)
        printf( "tickle_poll_list: fnp data retry alarm:%lu\n",
            NodeDataRetryTimer_M(fnp) );

        /* latch the Minimum Mapping alarm of the Node in the Table */
        if( NodeDataRetryTimer_M(fnp) < first_nap_alarm )
        {
            first_nap_alarm = NodeDataRetryTimer_M(fnp) ;
            if(Gabby() == GABBY_SCANNER) printf( "tickle_poll_list setting 'first_nap_alarm' to:
                %lu\n",
                    first_nap_alarm ) ;
        }

        /* if we failed and there has been a Node that got Napped */
        if( first_nap_alarm != MCLOCK_TIMER_INFINITY )
        {
            *pp_nap_ptr = first_nap_alarm ;
            if( Gabby() == GABBY_SCANNER )
            {
                printf( "tickle_poll_list setting pp_nap_alarm to %lu\n",
                    *pp_nap_ptr ) ;
            }

            UpdateIdle( 0, failure_count ) ;

            return NOTOK ;
        }

    /* Passed the destination DEV_ADDR and a pointer to a BOOL.
       and a priority (for Tickle)

    Upon entry, the BOOL contains the backtrack status of the packet
    BEFORE this scan has tried to *route* this packet.

```

Upon exit, this BOOL contains the backtrack status of the packet  
 AFTER this scan has tried to \*route\* this packet.

The BOOL is used to indicate to the calling routine(s) if that the  
 NODE \* returned this time is the FIRST backtrack -- even if the NODE \*  
 returned is NULLNP (see below).

If this BOOL has changed during this scan the calling routine is  
 obliged to update the 'backtracking bit' of the L3Header and re-export  
 it into the Exported version of the packet.

Returns the NODE \* of a link that has been successfully 'tickled' or  
 NULLNP if none.

\*/

```

LOCAL ARG fill_scan_table(
  WAN_ADDR      *dest_wan,
  BOOL          *backtrack,
  POLL_LIST    table[],
  L3_MOOD      mood )
(
  ARG          i, table entries ;
  ANGLE        our_bearing ;
  DISTANCE     our_distance ;
  NODE         *np ;
  LAN_ADDR     dest_lan ;
  MCLOCK_TIMER now ;
  BOOL         possibly_cds = TRUE ;

  if(Gabby() == GABBY_SCANNER) sys_puts( "scan..." ) ;

  /* we need an unchanging WAN Active Node Queue */
  LockWAN() ;

  if( IsMobileWanAddr(&OurGlobalWanAddr) )
  {
    our_distance = 20000 ;
  }

  if(Gabby() == GABBY_SCANNER) sys_puts( "we are mobile WAN address\n" ) ;

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    } else
    {
        /* get *our* bearing and distance from the destination Node */
        DeltaStationWanAddr( &our_bearing, &our_distance, dest_wan,
        &OurGlobalWanAddr );
    }

    if( Gabby() == GABBY_SCANNER) printf( "SFL: OB:%lu OD:%lu\n", our_bearing,
    our_distance );

    /* initialize table/variables */
    table_entries = 0;
    for( i = 0; i < POLL_LIST_LEN; i++ )    ( table[i].progress = 0 ; )

    GetMclockTimer(&now) ;
    np = (NODE *)WAN_ActiveNodes_Q ;
    while( (np = (NODE *)sys_next_queue((QUE *)np, WAN_ActiveNodes_Q)) != NULLNP )
    {
        BOOL    put_in_scan_table ;
        WAN_ADDR    their_wan ;
        ANGLE    their_bearing ;
        DISTANCE    their_distance ;
        ULONG    progress = 0 ;

        /* if the NODE is TWO WAY AND it is not NAPPING OR there
        is not a lot of "Naps" (== retries) ... out in the list */
        if( NodeTwoWay(np)
        && ((!ExpiredMclockTimer(&now,NodeDataRetryTimerPtr(np))
        || (NodeNaps(np) <= RamTriesBeforeCDS_M)))
        )
        {
            /* check for Battery Backed (PERSISTENT) node requests */
            if( (mood & L3_MOOD_PERSISTENT) && !NodeBatteryBacked_M(np) )
            {
                continue ;
            }

            /* get their WAN_ADDR for distance calculations */

```

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LinkToWan( &their_wan, NodeLinkAddressPtr(np) ) ;

/* if the Node doesn't want to be routed to,
   ONLY include it in the Scan Table if it is the destination */
if( !NodeRouteable_M(np) && !CmpEqualWanAddr(&their_wan, dest_wan) )
{
    continue ;
}

DeltaStationWanAddr( &their_bearing, &their_distance, dest_wan,
&their_wan ) ;

/* put in scan table if we are NOT closer than they are */
put_in_scan_table = !(CmpLessThanDistance(our_distance,
their_distance)) ;

/* when we discover a 'forward scan entry' */
if( possibly_cds && put_in_scan_table )
{
    /* if a 'hop' is found that is closer to the DEST than we are
       this is NOT a CDS packet */
    possibly_cds = FALSE ;
    table_entries = 0 ;
    for( i = 0; i < POLL_LIST_LEN; i++ ) ( table[i].progress = 0 ; )
}

if( put_in_scan_table )
{
    if( Gabby() == GABBY_SCANNER) printf( "SFL(pist): TD:%lu forward_progress:%lu
entries:%u\n",
their_distance, (ULONG)(our_distance - their_distance), table_entries ) ;
    /* if this is THE dest */
    if( CmpEqualWanAddr(&their_wan, dest_wan) )
    {
        if( Gabby() == GABBY_SCANNER ) sys_puts( "can hit destination\n" ) ;
        progress = DISTANCE_INFINITY ;
    }
    else

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    {
        progress = (ULONG)(our_distance - their_distance) + 1 ;
    }
    else if( possibly_cds ) /* put delta bearing into POLL_LIST table */
    {
        if( Gabby() == GABBY_SCANNER) printf( "SFL(pict): TB:%lu delta_bearing:%lu\n",
            their_bearing, (ULONG)labs( (LONG)(their_bearing - our_bearing) ),
            table_entries ) ;

        progress = (ULONG)labs( (LONG)(their_bearing - our_bearing) ) ;
    }

    if( (progress != 0) && insert_in_poll_list( table, np, progress,
        POLL_LIST_LEN, table_entries) )
    {
        /* latch at size of table */
        if( table_entries < POLL_LIST_LEN ) ( table_entries++ ; )
    }

    } /* end of while ActiveNodes */

    /* we are done with the NodeList */
    UnlockWAN() ;

    if( possibly_cds )
    {
        *backtrack = TRUE ;
        IncrementCulDesacs_M() ;
    }

    return table_entries ;
}

NODE *ScanForLink( DEV_ADDR *dev_dest_ptr, BOOL *backtrack, L3_PRIORITY priority,
NODE *np, MCLOCK_TIMER *pp_nap_ptr, L3_MOOD mood )

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{
    ARG          scan, entries ;
    LAN_ADDR    lan ;
    WAN_ADDR    dest_wan ;
    POLL_LIST   table[POLL_LIST_LEN] ;

    /* hit directly iff Mobile WAN address */
    DevToWanLan( &dest_wan, &lan, dev_dest_ptr ) ;
    if( IsMobileWanAddr(&dest_wan) )
    {
        LINK_ADDR link ;
        NODE      *np ;

        if(Gabby() == GABBY_SCANNER) printf( "Direct to a Mobile WAN address\n" ) ;
        WantToLink(&link, &dest_wan) ;
        if( (np = FindNodeGivenLinkPtr(&link, MSUBNET_WAN)) != NULLNP )
        {
            /* if the Tickle failed */
            if( Tickle(np, priority) <= 0 )
            {
                /* return the Nap Time and NULLNP.. failure indication */
                *pp_nap_ptr = NodeDataRetryTimer_M(np) ;
            }
        }

        return np ;
    }

    else if( (entries = fill_scan_table( &dest_wan, backtrack, table, mood )) !=
NOTOK )
    {
        if( (scan = tickle_poll_list(
            table,
            entries,
            priority,
            np,
            pp_nap_ptr)) != NOTOK )
        {
            return table[scan].np ;
        }
    }
}

```

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        )
    )
    return NULLNP ;
}

VOID ScanForShow( DEV_ADDR *dev_dest_ptr, BOOL *backtrack, POLL_LIST table[], L3_MOOD
mood )
{
    LAN_ADDR    lan ;
    WAN_ADDR    dest_wan ;

    DevToWanLan( &dest_wan, &lan, dev_dest_ptr ) ;
    if( !ISMobileWanAddr(&dest_wan) )
    {
        fill_scan_table( &dest_wan, backtrack, table, mood ) ;
    }
}

/* ***** IdleInterval ***** */
#define NUM_IDLE_BUCKETS (8)
struct
{
    UCOUNT    successes, failures ;
} idle_history[NUM_IDLE_BUCKETS] ;

LOCAL UCOUNT    past_successes, past_failures ;
LOCAL UCOUNT    current_index ;
LOCAL MCLOCK_TIMER    idle_interval_timer ;

VOID InitIdle(VOID)
{
    ARG i ;

```

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    past_successes      = 0 ;
    past_failures       = 0 ;
    current_index       = 0 ;
    idle_interval_timer = 0 ;

    for( i = 0; i < NUM_IDLE_BUCKETS; i++ )
    {
        idle_history[i].successes = 0 ;
        idle_history[i].failures = 0 ;
    }
}

VOID UpdateIdle( UCOUNT successes, UCOUNT failures )
{
    MCLOCK_TIMER    now ;
    GetMclockTimer( &now ) ;

    if( IsExpiredMclockTimer(&now, &idle_interval_timer) )
    {
        ARG        i ;

        GetExpiredMclockTimer( &idle_interval_timer, RamWANIdleInterval_M ) ;

        if( ++current_index == NUM_IDLE_BUCKETS ) { current_index = 0 ; }

        idle_history[current_index].successes = 0 ;
        idle_history[current_index].failures = 0 ;

        for( past_successes = past_failures = i = 0; i < NUM_IDLE_BUCKETS; i++ )
        {
            past_successes += idle_history[i].successes ;
            past_failures  += idle_history[i].failures ;
        }

        idle_history[current_index].successes += successes ;
        idle_history[current_index].failures += failures ;
    }
}

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)
VOID pr_idle(VOID)
(
    ARG          i ;
    MCLOCK_TIMER now ;

    printf( "Current:%u IdleBuckets->\n", current_index ) ;

    for( i = 0; i < NUM_IDLE_BUCKETS; i++ )
    (
        printf( "%d:%u:%u ",
            i, idle_history[i].successes, idle_history[i].failures ) ;
    )

    printf( "\nPastSuccesses:%u PastFailures:%u\n",
        past_successes, past_failures ) ;

    GetMclockTimer(&now) ;
    printf( "IdleIntervalTimer:%lu Now:%lu -- IdlePeriod:%u\n",
        idle_interval_timer, now, IdlePeriod() ) ;
)

UTEXT      *ExportIdleData( UTEXT *bp )
(
    ARG          i ;
    MCLOCK_TIMER now ;

    bp = ExportMuint( bp, current_index ) ;

    for( i = 0; i < NUM_IDLE_BUCKETS; i++ )
    (
        bp = ExportMuint( bp, idle_history[i].successes ) ;
        bp = ExportMuint( bp, idle_history[i].failures ) ;
    )

    bp = ExportMuint( bp, past_successes ) ;
    bp = ExportMuint( bp, past_failures ) ;

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bp = ExportMulong( bp, idle_interval_timer ) ;
GetMcClockTimer( &now ) ;
bp = ExportMulong( bp, now ) ;

/* report the 'answer' too! */
bp = ExportMuint( bp, IdlePeriod() ) ;
bp = ExportMuint( bp, NumInMaintList(MSUBNET_LAN) ) ;
bp = ExportMuint( bp, NumInMaintList(MSUBNET_WAN) ) ;

return bp ;

}

/*
in a nutshell.....

TotalFailures + MaxIdlePeriod + (TotalFailures + TotalSuccesses + IdleBias)
-----
TotalFailures + TotalSuccesses + IdleBias
2

Returns the number of 'transmit opportunities' (e.g., slots) to wait before
transmitting again.
*/
UCOUNT IdlePeriod(VOID)
{
    UCOUNT    val, total_successes, total_failures, fbs ;

    total_failures = past_failures + idle_history[current_index].failures ;
    total_successes = past_successes + idle_history[current_index].successes ;

    /* try to follow this... */
    val = total_failures * RamWANIdlePeriod_M ;
    fbs = total_failures + RamWANIdleBias_M + total_successes ;
    val += (fbs / 2) ;

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```
    val /= fbs ;  
    if( Gabby() == GABBY_CONGESTION )  
    {  
        printf( "IdlePeriod returning:%u\n", val ) ;  
        return val ;  
    }  
}
```

### Appendix B

#### Listing L2WAN.C

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#include <stdio.h>
#include <stdlib.h>

#include "std.h"
#include "kernel.h"
#include "net.h"

#include "mtime.h"
#include "mclock.h"
#include "addr.h"

#include "l0.h"
#include "l1.h"
#include "l2.h"
#include "l2lanwan.h"
#include "node.h"
#include "l3.h"
#include "l3lanwan.h"
#include "scan.h"
#include "platform.h"
#include "config.h"

#include "netutil.h"

/*****
 *
 * l2wan.c
 *
 * Routines necessary to complete exchanges over MSUBNET_WAN
 *
 * VOID WAN_ack_ack_send( PLATFORM *data, PLATFORM *ack_ack )
 *
 * Passed the ACK packet just received, this routine creates
 * the ACK_ACK (in the passed buffer, 'ack_ack'), and calls
 * 'sys_wan_send()'.
 *
 * VOID WAN_ack_send( PLATFORM *data, UTINY num_platforms )
 *****/

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*
*   Passed a DATA packet, this routine makes an ACK and send it out
*   using 'sys_wan_send()' and BLOCKS awaiting the ACK to be sent.
*
*
*   [TASK]
*   VOID WAN_rx(VOID)
*
* *****/
LOCAL UCOUNT   data_send_quit_slot ;
LOCAL BOOL      data_cycling = FALSE ;

LOCAL VOID      Tx_Q_to_WAN_data_to_go_Q( PLATFORM *pp )
{
    if( OutputNode(pp) == NULLNP )
    {
        FreePlatform(pp) ;
    }
    else
    {
        /* start with no naps in this Packet */
        GetExpiredMclockTimer( PacketNapAlarmPtr(pp), 0 ) ;
        sys_add_queue( (QUE *)pp, WAN_DataToGo_Q, FIFO ) ;
    }
}

VOID WAN_output( PLATFORM *pp, UTINY rx_signal )
{
    if( GoToSlot( TRANSMIT ) == TRUE )
    {
        /* send the data out */
        if( !sys_wan_send(LlDataPtr(pp), LlDataLen(pp), rx_signal) )
        {
            if( Gabby() == GABBY_WAN ) sys_puts("^^" ) ;
        }
    }
}
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    }
    /* in any case, go back to the receive channel */
    GoToSlot( RECEIVE ) ;
}

LOCAL UTINY pseudo_sig2noise( UTINY last_rx )
(
    if( last_rx > WanRssiMin_M ) ( return( last_rx - WanRssiMin_M ) ; )
    return 0 ;
)

LOCAL VOID WAN_ack_ack_send( PLATFORM *ack ).
(
    PLATFORM *ack_ack ;

    /* pre-allocate the 'spare' platform used for ACKs and ACK ACKs */
    if( (ack_ack = (PLATFORM *)sys_get_queue(FreePlatform_Q)) != NULLPP )
    (
        MKL2Pkt(ack_ack, 0, L2Protocol(ack), L2_FTYPE_ACK_ACK,
            Fid(ack), LinkSrcPtr(ack), GetPrimeSourceLinkAddr(MSUBNET_WAN),
            MSUBNET_WAN ) ;

        WAN_Output( ack_ack, pseudo_sig2noise(NodeRssiLast_M(InputNode(ack))) ) ;
        FreePlatform(ack_ack) ;

        if(Gabby() == GABBY_WAN) printf( "TAA(%u) @ CT:%u\n", (UCOUNT)Fid(ack_ack),
            Current.tick ) ;
    )
}

LOCAL VOID WAN_ack_send( PLATFORM *data, UTINY num_platforms )
(
    PLATFORM *ack ;

```

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/* pre-allocate the 'spare' platform used for ACKs and ACK_ACKS */
if( (ack = (PLATFORM *)sys_get_queue(FreePlatform_Q)) != NULLPP )
{
    /* One byte of length and NO delta tick */
    MkL2pkt( ack, 1, L2Protocol(data), L2_FTYPE_ACK, Fld(data),
        LinkSrcPtr(data), GetPrimeSourceLinkAddr(MSUBNET_WAN),
        MSUBNET_WAN );

    /* if we can reasonably expect an ACK_ACK */
    if( num_platforms ) SetNodeLastAckGood_M( InputNode(data), FALSE );

    *(L2DataPtr(ack)) = (UTEXT)num_platforms;
    WAN_Output( ack, pseudo_sig2noise(NodeRssiLast_M(InputNode(data))) );
    FreePlatform(ack);

    if(Gabby() == GABBY_WAN) printf( "TA(%u,%u) @ HT:%u ",
        (UCOUNT)Fid(data), (UCOUNT)num_platforms, Home.tick );
}

/* Lonely code *****/
/* Note: the algorithm as implemented will take two times
   LONELY_TIME (less 15 seconds) to commit suicide...
*/
#define LONELY_TIME 1800 /* thirty minutes */
LOCAL MCLOCK_TIMER lonely_alarm = LONELY_TIME;
LOCAL ARG lonely_count = 0;

LOCAL VOID not_lonely( NODE *np )
{
    if( np != NULLNP )
    {
        /* this node is NO LONGER napping */
        ClearNodeNaps(np);
        GetMclockTimer( NodeDataRetryTimerPtr(np) );
    }
}

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GetExpiredMclockTimer( &lonely_alarm, LONELY_TIME ) ;
lonely_count = 0 ;
/* ***** Lonely code */

VOID UpdateRadioData( WAN_RX_STRUCT *wrxp )
(
    SetWanRssiMax_M( max(WanRssiMax_M, wrxp->rssi) ) ;
    SetWanRssiMin_M( min(WanRssiMin_M, wrxp->rssi) ) ;
    if( WanRssiSmoothed_M < WanRssiMin_M )
    (
        SetWanRssiSmoothed_M( wrxp->rssi ) ;
    )
    else
    (
        SetWanRssiSmoothed_M( (BYTES)smooth( (ARG)WanRssiSmoothed_M, (ARG)wrxp->rssi) ) ;
    )
    .
    SetDiscMax_M( max(DiscMax_M, wrxp->discriminator) ) ;
    SetDiscMin_M( min(DiscMin_M, wrxp->discriminator) ) ;
    /* come up with a valid value fast */
    if( DiscSmoothed_M == 0 )
    (
        SetDiscSmoothed_M(wrxp->discriminator) ;
    )
    else
    (
        SetDiscSmoothed_M( (BYTES)smooth( (ARG)DiscSmoothed_M, (ARG)wrxp->discriminator) ) ;
    )
    /* [TASK] */

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VOID WAN_Receiver(VOID)
(
    PLATFORM *pp ;
    while(TRUE)
    (
        if( (pp = (PLATFORM *)sys_get_queue(FreePlatform_Q)) != NULLPP )
        (
            NODE *np ;
            WAN_RX_STRUCT wrx ;
            #if !(CONSTLengthL2Header())
            UCOUNT l2_header_len ;
            #endif

            SetSubnet(pp,MSUBNET_WAN) ;
            SetPort(pp,RF) ;
            SetL1DataPtr(pp,Export(pp)) ;
            sys_wan_receive(L1DataPtr(pp), &wrx) ;
            UpdateRadioData( &wrx ) ;

            SetL1DataLen(pp,wrx.buffer_len) ;

            /* remember when we got this packet */
            GetMclockTimer(pPTimerPtr(pp)) ;

            /* import L2 Header */
            SetL2DataPtr( pp, ImportL2Header( L2HeaderPtr(pp), L1DataPtr(pp),
MSUBNET_WAN ) ) ;

            #if CONSTLengthL2Header()
            #define l2_header_len L2_HEADER_LEN
            #else
            l2_header_len = (L2DataPtr(pp) - L1DataPtr(pp)) ;
            #endif

            if( L1DataLen(pp) >= l2_header_len )
            (
                SetL2DataLen( pp, L1DataLen(pp) - l2_header_len ) ;
            )
            else

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(
    FreePlatform(pp) ;
    continue ;
)

SetL3DataPtr(pp, NULLCHAR) ;

if(Gabby() == GABBY_WAN) printf( "\nWAN_rx-> CS:%u CT:%u ", Current.slot,
Current.tick ) ;
#ifdef DEBUG
sys_puts( "WAN_rx received a packet\n" ) ;
printf( "buffer_len:%u tx_tick:%u aos_tick:%u RSSI:%u Disc:%u\n",
    wrx.buffer_len, wrx.tx_tick, wrx.aos_tick,
    wrx.rssi, wrx.discriminator ) ;
#endif

/* count this as a received packet */
IncrementWANRx() ;

/* if can't find it AND (it is invalid OR we cannot Make the Node) */
if( ((np = FindNodeGivenLinkPtr(LinkSrcPtr(pp), MSUBNET_WAN)) ==
NULLNP)
    || (np = MakeNodeGivenLinkPtr(LinkSrcPtr(pp), MSUBNET_WAN)) ==
NULLNP) )
(
    FreePlatform(pp) ;
)
else if( NodeDoomed(np) ) ( FreePlatform(pp) ; )
else
(
    WAN_ADDR wan ;

    /* update the NODE with DeltaTick, RSSI, and DIScriminator */
    SetInputNode(pp,np) ;
    UpdateNode( np, wrx.tx_tick - wrx.aos_tick, wrx.rssi,
    wrx.discriminator, wrx.rx_signal ) ;

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MSUBNET_WAN) )

/* if this packet is not for us */
if( !IsMySourceLinkAddr(LinkDestPtr(pp), LinkSrcPtr(pp),

(
    /* do we have enough space for saving these packets? */
    if( FreePlatform_Q->audit > WAN_RECEIVER_TASK )
    {
        sys_add_queue( (QUE *)pp, WAN_DeferredRx_Q, FIFO ) ;
        sys_post( WAN_MGR_EVENT ) ;
    }
    else
    {
        PLATFORM *wasted_pp ;

        while( (wasted_pp = (PLATFORM
            {
                sys_get_queue(WAN_DeferredRx_Q)) != NULLPP )
            {
                FreePlatform(wasted_pp) ;
                FreePlatform(pp) ;
            }
        }
        else
        {
            if( L2FType(pp) == L2_FTYPE_ACK )
            {
                not_lonely(np) ;
                sys_add_queue( (QUE *)pp, WAN_Mgr_Rx_Q, FIFO ) ;
                sys_post( WAN_MGR_RX_EVENT ) ;
            }
            else if( data_cycling )
            {
                FreePlatform(pp) ;
                continue ;
            }
            else if( FreePlatform_Q->audit > (sys_task_id() +
                MINIMUM_PLATFORMS) )
            {

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not_lonely(NULLNP) ;

    if( L2Ftype(pp) == L2_FTYPE_ACK_ACK ) (

        sys_add_queue(..(QUE *)pp, WAN_RX_Q, FIFO) ;
        sys_post( WAN_RX_EVENT ) ;

    )
    else
    (
        FreePlatform(pp) ;
        continue ;
    )

    )

    sys_pend( FREE_PLATFORM_EVENT, 0 ) ;

    )
    else
    (
        )

    )

LOCAL PLATFORM *best_WAN_data_for_link( NODE *np )
(
    ARG             highest_priority ;
    PLATFORM         *next, *pp ;
    ANGLE            bearing ;
    DISTANCE         our_distance ;
    LAN_ADDR         dest_lan ;
    WAN_ADDR         wan_dest ;

    /* get possible additions to the WAN_Tx_Q */
    while( (pp = (PLATFORM *)sys_get_queue(WAN_Tx_Q)) != NULLPP )
    (
        Tx_Q_to_WAN_data_to_go_Q(pp) ;

        highest_priority = -2 ; /* legal MIN is 0 */
        pp = NULLPP ;

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    next = (PLATFORM *)WAN_DataToGo_Q ;
    while( (next = (PLATFORM *)sys_next_queue((QUE *)next, WAN_DataToGo_Q)) !=
    NULLPP )
    {
        /* highest priority 'moving closer' packet */
        if( (Priority(next) > highest_priority) )
        {
            DevToWanLan( &wan_dest, &dest_lan, DevDestPtr(next) ) ;
            DeltaStationWanAddr( &bearing, &our_distance, &wan_dest,
            &ourGlobalWanAddr ) ;

            /* if this link would move this packet closer to its dest */
            if( CloserThan( NodeLinkAddressPtr(np), &wan_dest, our_distance) )
            {
                highest_priority = Priority(next) ;
                pp = next ;
            }
        }
        return pp ;
    }

LOCAL PLATFORM *highest_priority(VOID)
{
    ARG             highest_priority ;
    MCLOCK_TIMER    now ;
    PLATFORM        *next, *pp ;

    highest_priority = -2 ; /* legal MIN is '0' */
    pp = NULLPP ;
    GetMclockTimer(&now) ;

    next = (PLATFORM *)WAN_DataToGo_Q ;
    while( (next = (PLATFORM *)sys_next_queue((QUE *)next, WAN_DataToGo_Q)) !=
    NULLPP )
    {

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if( UpdateOrDead(next, TRUE) == FALSE )
{
    /* generate RR if desired */
    if( (RRType(pp) & LJ_RECEIPT_DATA_NRCV) )
    {
        MakeRR( pp, FALSE, LJ_RECEIPT_NRCV_COMM_ROUTE ) ;
    }

    /* remove 'next' from the DataToGo_Q */
    sys_delete_queue((QUE *)next, WAN_DataToGo_Q) ;
    FreePlatform(next) ;
    next = (PLATFORM *)WAN_DataToGo_Q ;

    /* count the 'packet death' */
    IncrementTO_M() ;

    continue ;
}

/* for each non-napping packet... */
if( (IsExpiredMclockTimer(&now, PacketNapAlarmPtr(next)))
    && (Priority(next) > highest_priority) )
{
    #ifdef DEBUG
    if(Gabby() == GABBY_WAN) printf( "highest_priority found %d better than %d\n",
    (ARG)Priority(next), highest_priority ) ;
    #endif

    /* is current best choice */
    highest_priority = Priority(next) ;
    pp = next ;
}

return pp ;
}

LOCAL VOID WAN_data_send( NODE *tx_link, PLATFORM *pp )

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{
    WaitTillRightTick( DATA_TICK ) ;
    WAN_Output(pp, pseudo_sig2noise(NodeRssLast_M(tx_link)) ) ;

    /* count this as a 'sent' packet */
    IncrementWANTx() ;
    SetNodeLastDataGood_M(tx_link, FALSE) ;

    /* wait for this slot plus enough to 'clear' possible ACKs */
    data_send_quit_slot = CalcEndSlot( Current.slot, RamWANSLOTWait_M + 1 ) ;

    if(Gabby() == GABBY_WAN) printf( "%s(%u)-> @ CT:%u",
        NodeToTries(tx_link) ? "DR" : "D", (UCOUNT)Fid(pp), Current.tick ) ;

    if( NodeToTries(tx_link) != 0 )
    {
        /* count TOTAL retries for RadioData */
        IncrementWANDatRetries() ;

        /* count the number of retries on THIS link */
        IncrementTotalRetries(tx_link) ;
    }

    /* here is the 'exponential backoff' (+ randomization) algorithm */
    IncrementNodeToTries(tx_link) ;
    GetExpiredMcClockTimer( &(tx_link)->retry_timer, (BETA << NodeToTries(tx_link)) +
        (rand() & 0x7) ) ;
}

BOOL scan_for_link(VOID)
{
    FAST NODE *np ;
    BOOL return_code = FALSE ;

    LockWAN() ;

```

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np = (NODE *)WAN_ActiveNodes_Q ;
while( (np = (NODE *)sys_next_queue((QUE *)np, WAN_ActiveNodes_Q)) != NULLNP )
{
    if( Tickle(np,L2_PRIORITY_MIN) >= 0 )
    {
        return_code = TRUE ;
        SetTraveling(0) ;
        break ;
    }
}

UnlockWAN() ;

return return_code ;
}

VOID WAN_scan_if_lonely(VOID)
{
    MCLOCK_TIMER    now ;

    GetMclockTimer( &now ) ;

    if( IsExpiredMclockTimer(&now, &lonely_alarm) )
    {
        if(Gabby() == GABBY_WAN )    sys_puts( "lonely scan\n" ) ;

        if( !scan_for_link() )
        {
            ULONG    lonely_time ;

            lonely_time = (LONELY_TIME / ++lonely_count) ;

            if( lonely_time < 15 /* sec */ ) { Die( DEATH_FROM_LONLINESS ) ; }
            else
            {
                GetExpiredMclockTimer(&lonely_alarm, lonely_time) ;
            }
        }
    }
}

```

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    }

#define      MAX_TICKLE_PRIORITY      (L2_PRIORITY_MAX)
UTINY      NumReservedPlatforms( L2_PRIORITY priority, MSUBNET net )
(
    ARG      num, threshold, temp ;

    /* calculate the number of PLATFORMS available at this L2_PRIORITY */
    if( net == MSUBNET_LAN )
    (
        threshold = RamLANPlatformThreshold_M ;
    )
    else
    (
        if( NackAllWANTickles ) return 0 ;
        threshold = RamWANPlatformThreshold_M ;
    )

    temp = FreePlatform_Q->audit - MINIMUM_PLATFORMS ;
    num = min( temp, threshold ) ;

    temp = MaxPlatformsAvailable - FreePlatform_Q->audit ;
    if( temp > 0 ) ( num -= temp ; )

    num -= (MAX_TICKLE_PRIORITY - priority) * RamPriorityReservation_M ;

    if( num < 0 )
    else if( num > UCHAR_MAX ) ( num = UCHAR_MAX ; )

    /*
    if( Gabby() == GABBY_WAN ) printf( "num_reserved_platforms returning:%u\n", num) ;
    */

    return num ;
}

```

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#define WAN_RETURN_TO_SLOT_LATENCY (2)
LOCAL VOID ack_cycle(VOID)
(
    L2_PRIORITY tickle_priority ;
    NODE *data_np ;
    PLATFORM *pp ;

    if( (pp == (PLATFORM *)sys_get_queue(WAN_Rx_Q)) != NULLPP )
    (
        if( (L2Protocol(pp) == L2_PROTOCOL_TICKLE)
            && (L2Ftype(pp) == L2_FTYPE_DATA_ACK) )
        (
            UCOUNT num_platforms ;

            tickle_priority = (L2_PRIORITY)(*(L2DataPtr(pp))) ;
            if(Gabby() == GABBY_WAN) printf("tickled(%u)\n", (UCOUNT)tickle_priority) ;
            num_platforms = NumReservedPlatforms( tickle_priority, MSUBNET_WAN ) ;

            WAN_ack_send(pp, num_platforms) ;

            /* if we NACKed, FreePlatform and return */
            if( num_platforms == 0 )
            (
                FreePlatform(pp) ;
                sys_post(WAN_MGR_EVENT) ;
                return ;
            )

            /* we are looking for more DATA from 'data_np' */
            data_np = InputNode(pp) ;

            /* Free the tickle and wait for the DATA */
            FreePlatform(pp) ;
        )
    }
    else
    (

```

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/* route the SYNC */
if( L2Protocol(pp) == L2_PROTOCOL_SYNC )
(
    AddToRouterQueue(pp) ;
)
else
(
    /* bogus RX event -- all MUST start with a Tickle */
    FreePlatform(pp) ;
)

sys_post(WAN_MGR_EVENT) ;
return ;
)
else
(
    /* got RX_EVENT without receipt of a packet */
    sys_post(WAN_MGR_EVENT) ;
    return ;
)

/* wait here for the Data packet that should follow */
go: if( sys_pend(WAN_RX_EVENT,
    ((TICKS_PER_SLOT - Current.tick) + FIRST_ACK_TICK))
    )
(
    while( (pp = (PLATFORM *)sys_get_queue(WAN_Rx_Q)) != NULLPP )
    (
        /* if not from NODE that sent Tickle */
        if( InputNode(pp) != data_np )
        (
            /* NACK the guy */
            WAN_ack_send(pp,0) ;
            FreePlatform(pp) ;
            goto go ;
        )
        else if( L2FType(pp) == L2_FTYPE_DATA_NOACK )

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slots...

(
    /* assume that the other guy is waiting the SAME number of
       and allow time the THIS slot to expire */
    GetExpiredMcClockTimer(
        NodeDataRetryTimerPtr(data_np),
        (RamWANSlotWait_M + WAN_RETURN_TO_SLOT_LATENCY)
    );
    AddToRouterQueue(pp) ; /* we're done */
)
else if( L2FType(pp) == L2_FTYPE_DATA_ACK )
(
    BOOL actively_acking = TRUE ;
    UCOUNT quit_slot, listen_slot, current ;
    UCOUNT num_platforms ;

    num_platforms = NumReservedPlatforms( tickle_priority,
        WAN_ack_send(pp, num_platforms) ;

    /* if NACKed, pseudoOARO packet,
       update NODE machinery,
       tell MGR and return */
    if( num_platforms == 0 )
    (
        AddToRouterQueue(pp) ;
        SetNodeActiveState( data_np ) ;
        sys_post(WAN_MGR_EVENT) ;
        return ;
    )

    current = Home.slot ;
    quit_slot = CalcEndSlot(current, (RamWANSlotWait_M + 1)) ;
    listen_slot = CalcEndSlot(current, (RamWANSlotWait_M)) ;

    if(Gabby() == GABBY_WAN)printf( "AC+DATA(%d) -- ", (UCOUNT)Fid(pp) ) ;

    while( actively_acking )
    (

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listen_slot)) )
    if( sys_pend(WAN_RX_EVENT, TickStillNextack( quit_slot,
    (
        PLATFORM *rx ;
        if( (rx == (PLATFORM *)sys_get_queue(WAN_Rx_Q)) !=
        NULLPP )
        (
            NODE *np ;
            np = InputNode(rx) ;
            if( data_np != np )
            (
                /* got DATA packet from a NODE we didn't
                expect */
                NapNode(np) ;
                FreePlatform(rx) ;
            )
            else if( (L2Ftype(rx) == L2_FTYPE_ACK_ACK)
                && (Fid(rx) == Fid(pp))
                && L2Protocol(rx) == L2Protocol(pp) )
            (
                if(Gabby() == GABBY_WAN)sys_puts( " AC+ACK ACK " ) ;
                actively_acking = FALSE ;
                FreePlatform(rx) ;
                AddToRouterQueue(pp) ;
                IncrementTotalDataRcvd(np) ;
                SetNodeLastAckGood_M(np,TRUE) ;
            )
            else if( (L2Ftype(rx) == L2_FTYPE_DATA_ACK)
                && (Fid(rx) != Fid(pp))
                && L2Protocol(rx) == L2Protocol(pp) )
            (
                if(Gabby() == GABBY_WAN)sys_puts( " AC+piggy " ) ;
                /* received a piggyback packet */
                AddToRouterQueue(pp) ;
                IncrementTotalDataRcvd(np) ;
                SetNodeLastAckGood_M(np,TRUE) ;
            )
        )
    )
}

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/*
    /* catch the PiggyBack on the next iteration
    sys_add_queue( (QUE *)rx, WAN_Rx_Q, LIFO ) ;
    actively_acking = FALSE ;
    )
    else
    (
        /* if not *the* packet, ignore */
        FreePlatform(rx) ;
    )
    /* where did the packet go? */
    )
    else
    (
    )
    else /* timed out... should we send another ACK? */
    (
        if( Home.slot == quit_slot )
        (
            actively_acking = FALSE ;
            AddToRouterQueue(pp) ;
            IncrementPseudoARO() ;
        )
        else if( Home.slot != listen_slot )
        (
            /* ACK at the tickle priority level...
            L3 Header is NOT imported *yet* */
            WAN_ack_send(pp,
                NumReservedPlatforms(
                    tickle_priority,
                    MSUBNET_WAN
                ) ;
        )
    )
    )
    else

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    (
        /* error condx */
        FreePlatform(pp) ;
    )

    ) /* end of 'while(packets on WAN_rx_Q)' */
    else
    (
        /* timed out... the DATA packet never followed */
    )

    /* again, assume that the other guy is waiting the SAME number of
       slots that we are and allow for THIS slot to expire */
    GetExpiredMclockTimer(NodeDataRetryTimerPtr(data_np), RamWANSlotWait_M) ;

    /* update NODE machinery */
    SetNodeActiveState( data_np ) ;

    sys_post(WAN_MGR_EVENT) ;

    ,

/* [TASK] */
VOID WAN_Rx(VOID)
(
    /* initialize the 'Idle Upon Failure' machinery */
    InitIdle() ;

    /* init the TXPower */
    sys_wan_gain( PowerLevel, PowerLevel ) ;

    while( TRUE )
    (
        /* await a DATA packet to acknowledge */
        sys_pend( WAN_RX_EVENT, 0 ) ;

        sys_suspend(WAN_MANAGER_TASK) ;
        ack_cycle() ;
    )

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    sys_resume(WAN_MANAGER_TASK) ;

    ) /* end of 'while(TRUE)' */

LOCAL VOID    remake_l2_header( NODE *np, PLATFORM *pp )
(
    /* remake the L2 part of the packet */
    MkL2pkt( pp, L2DataLen(pp), L2Protocol(pp), L2Ftype(pp), GetNewFid(np),
        NodeLinkAddressPtr(np),

        LinkSrcPtr(pp), /* ONLY HERE is this OK --
            I do it to save the table lookup
            of GetPrimeSourceLinkAddr(MSUBNET_WAN) */

        MSUBNET_WAN ) ;

LOCAL BOOL    data_cycle( NODE *active_node, PLATFORM *tx )
(
    L2_PRIORITY    last_tx_priority ;
    PLATFORM *new_pp ;
    ARG    data_chain_max ;
    BOOL    got_our_ack_for_first_data = FALSE ;

    data_cycling = TRUE ;

    /* used to limit the number of 'piggyback' packets we can send */
    data_chain_max = RamDataChainMax_M ;

    SetNodeTxPacket(active_node,tx) ;
    WaitForAck(active_node) ;
    WAN_data_send(active_node,tx) ;

    /* priority is MAX for Maintenance packets */
    if( L2Protocol(tx) == L2_PROTOCOL_DATA
        || L2Protocol(tx) == L2_PROTOCOL_TRACER )

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(
    last_tx_priority = Priority(tx) ;
)
else
(
    last_tx_priority = L2_PRIORITY_MAX ;
)

while( Current.slot != data_send_quit_slot )
(
    if( sys_pend( WAN_MGR_RX_EVENT, TickTillSlot(data_send_quit_slot)) )
    (
        PLATFORM *rx ;

        if( (rx = (PLATFORM *)sys_get_queue(WAN_Mgr_Rx_Q)) != NULLPP )
        (
            /* if an ACK from the target link */
            if( active_node == InputNode(rx) )
            (
                /* Note: no check for L2Protocol is necessary here...
                 * if the other guy follows the rules. */
                if( L2FType(rx) == L2_FTYPE_ACK )
                (
                    ClearNodeToTries(active_node) ;
                    SetNodeLastDataGood_M(active_node, TRUE) ;

                    /* unsolicited ACK */
                    if( !WaitingForAck(active_node) ) (

WAN_ack_ack_send(rx) ; )

                else if( Fid(rx) == Fid(NodeTxPacket(active_node))
                    && L2Protocol(rx) ==
L2Protocol(NodeTxPacket(active_node)) )
                (
                    UTINY    num_platforms ;
                    L2_PROTOCOL    protocol ;
                    PLATFORM    *successfully_sent_data ;

```

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/* latch this info for ALL successful DATA packets
got_our_ack_for_first_data = TRUE ;
successfully_sent_data = NodeTxPacket(active_node)

/* delete from DataToGo_Q iff
   it came from the DataToGo_Q */
protocol = L2Protocol(successfully_sent_data) ;
if( (protocol == L2_PROTOCOL_DATA)
    || (protocol == L2_PROTOCOL_TRACER) )
{
    sys_delete_queue( (QUE
*)successfully_sent_data, WAN_DataToGo_Q) ;
    FreePlatform(successfully_sent_data) ;
}

IncrementTotalDataSent(active_node) ;

/* remember this success */
GetMcClockTimer(
NodeLastExchangeTimerPtr(active_node) ) ;

if( L2DataLen(rx) != 0 )
{
    num_platforms = (UTINY)*(L2DataPtr(rx)) ;
}
else
{
    num_platforms = (UTINY)(UCHAR_MAX) ;
}

if(Gabby() == GABBY_WAN) printf( "DC+ACK(%u,%u) ", (UCOUNT)Fid(rx),
(UCOUNT)num_platforms ) ;

/* if there is MORE data to be sent */
if( (num_platforms != 0)
    && (--data_chain_max > 0)

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best_WAN_data_for_link(active_node)) != NULLpp
(
    && (new_pp =
    && Priority(new_pp) >= last_tx_priority )
    PLATFORM *doomed_pp ;

    /* send the piggybacked Data out */
    SetNodeTxPacket(active_node,new_pp) ;

    remake_l2_header( active_node, new_pp ) ;

    WAN_data_send(active_node,new_pp) ;

    /* delete packets received before latest Data
    packet was sent */
    while( (doomed_pp = (PLATFORM
    *)sys_get_queue(WAN_Mgr_Rx_Q)) != NULLpp )
    {
        FreePlatform( doomed_pp ) ;
    }
    else /* no more to go */
    {
        StopWaitingForAck(active_node) ;
        WAN_ack_ack_send(rx) ;

        /* the guy got the packet, but NACKed us */
        if( num_platforms == 0 ) {

        }
        else /* is ACK for other than most recently
        transmitted Data packet */
        {
            PLATFORM *doomed_pp ;

            /* retry previous piggybacked data */
            WAN_data_send(active_node,NodeTxpacket(active_node
        )) ;
    }
}

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transmitted */
/* clear all packets received before we
*)sys_get_queue(WAN_Mgr_Rx_Q)) != NULLPP)
while( (doomed_pp = (PLATFORM
(
FreePlatform( doomed_pp ) ;
)
)
else
(
/* received a NON-ACK packet from the 'active_node'! */
)
)
else
(
/* heard packet from link other than the 'active_node' */
/* in any case, free the packet we got */
FreePlatform(rx) ;
)
)

/* get back home */
SetTraveling(0) ;

/* Update node machinery */
SetNodeActiveState( active_node ) ;
StopWaitingForAck( active_node ) ;

/* update the IdlePeriod machinery */
UpdateIdle( (RamDataChainMax_M - data_chain_max), (got_our_ack_for_first_data ?
0 : 1) ) ;

data_cycling = FALSE ;

```

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/* 'data_cycle()' didn't fail if just ONE packet got through */
return got_our_ack_for_first_data ;
}

/*
returns NOTOK if tickle succeeded and 'data_cycle()' failed
returns OK if tickle failed - or reports a NACK
returns TRUE if success
*/
ARG WANLinkMaintenanceSend( NODE *np, PLATFORM *pp )
(
    ARG return_code ;

    if(Gabby() == GABBY_WAN) sys_puts("WANMaint\n") ;

    /* tickle at minimum priority */
    if( Tickle(np,L2_PRIORITY_MAX) > 0 )
    (
        UpdateMaint(pp) ;
        if( data_cycle(np, pp) ) ( return_code = TRUE ; )
        else ( return_code = NOTOK ; )
    )
    else
    (
        SetTraveling(0) ;
        return_code = OK ;
    )

    /* we delete the platform here */
    Freeplatform(pp) ;

    return return_code ;
}

LOCAL MCLOCK_TIMER send_alarm = 0 ;

/* returns the transmit time for the next available packet */
LOCAL UCOUNT next_tick_to_try_sending(VOID)

```

```

(
    PLATFORM *next ;
    MCLOCK_TIMER now ;
    MCLOCK_TIMER seconds_till_next_alarm = UCOUNT_MAX ;

    GetMclockTimer(&now) ;
    next = (PLATFORM *)WAN_DataToGo_Q ;
    while( (next = (PLATFORM *)sys_next_queue((QUE *)next, WAN_DataToGo_Q)) !=
    NULLPP )
    (
        /* if this packet is still napping */
        if( !IsExpiredMclockTimer( &now, PacketNapAlarmPtr(next)) )
        (
            if( DeltaMclockTimer(PacketNapAlarmPtr(next), &now) <
            seconds_till_next_alarm )
            (
                seconds_till_next_alarm =
                DeltaMclockTimer( PacketNapAlarmPtr(next), &now ) ;
            )
        )
        else
        (
            /* we found one that is Ready to go! */
            seconds_till_next_alarm = 0 ;
            break ;
        )
    )

    /* figure in the IDLE period */
    if( seconds_till_next_alarm < IdlePeriod() )
    (
        seconds_till_next_alarm = IdlePeriod() ;
    )

    /* set the alarm to expire at the right time */
    GetExpiredMclockTimer( &send_alarm, seconds_till_next_alarm ) ;

    /* and return the number of ticks till then from NOW. */
    GetMclockTimer(&now) ;

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/*
if(Gabby() == GABBY_WAN )printf( "next_tick_to_try-> seconds:%lu\n",
seconds_till_next_alarm ) ;
*/

    return( TicksToAlarm(&now, &send_alarm) ) ;
)

LOCAL VOID    nap_all_packets_destined_to( MCLOCK_TIMER nap_alarm, WAN_ADDR
*dest_wan )
{
    UCOUNT    num_napped ;
    PLATFORM *next ;

    num_napped = 0 ;
    nap_alarm += 2 ;
    next = (PLATFORM *)WAN_DataToGo_Q ;
    while( (next = (PLATFORM *)sys_next_queue((QUE *)next, WAN_DataToGo_Q)) !=
NULLPP )
    {
        LAN_ADDR lan ;
        WAN_ADDR wan ;

        /* get the WAN address of the Packet on the Queue */
        DevToWanLan( &wan, &lan, DevDestPtr(next) ) ;

        /* for each packet headed to the same WAN... */
        if( CmpEqualWanAddr(dest_wan, &wan) )
        {
            SetPacketNapAlarm_M(next,nap_alarm) ;
        }
    }

    if(Gabby() == GABBY_WAN && (num_napped != 0)) printf("napped %u DATA to %lu\n",
num_napped, nap_alarm) ;
}

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LOCAL VOID    put_data_at_end( PLATFORM *pp )
(
    /* move the poor packet to the end of the Data To Go Queue for fairness
       if we did not get our ACK for first DATA packet -- and the DATA packet
       was NOT a link Maint packet */
    sys_delete_queue( (QUE *)pp, WAN_DataToGo_Q ) ;
    sys_add_queue( (QUE *)pp, WAN_DataToGo_Q, FIFO ) ;
)

LOCAL VOID    try_to_send_data(VOID)
(
    NODE      *active_node ;
    PLATFORM  *tx_pp ;

    if( (tx_pp = highest_priority()) != NULLPP )
    (
        LAN_ADDR    lan ;
        WAN_ADDR    dest_wan ;
        BOOL        backtrack = FALSE ;
        MCLOCK_TIMER first_nap_alarm = MCLOCK_TIMER_INFINITY ;

        /* the LAN_ADDR and the WAN_ADDR for later use */
        DevToWanLan( &dest_wan, &lan, DevDestPtr(tx_pp) ) ;

        /* move the DATA packet we got to the END of the DATA_TO_GO queue...
           in preparation for failure (sigh) if the packet is successfully
           sent, it will be deleted from wherever it is on the Queue */
        put_data_at_end( tx_pp ) ;

        if( (active_node = ScanForLink(DevDestPtr(tx_pp), &backtrack,
Priority(tx_pp), InputNode(tx_pp), &first_nap_alarm, Mood(tx_pp))) != NULLNP )
        (
            remake_l2_header( active_node, tx_pp ) ;
            if( data_cycle(active_node, tx_pp) == FALSE )
            (
                nap_all_packets_destined_to( first_nap_alarm, &dest_wan ) ;
            )
        )
    )
)

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/* toss if not direct connect to Mobile WAN address */
else if( IsMobileWanAddr(&dest_wan) )
{
    LINK_ADDR link ;
    WantToLink(&link, &dest_wan) ;
    if( FindNodeGivenLinkPtr(&link, MSUBNET_WAN) == NULLNP )
    {
        sys_delete_queue( (QUE *)tx_pp, WAN_DataToGo_Q ) ;
        FreePlatform(tx_pp) ;
    }
    else if( first_nap_alarm != MCLOCK_TIMER_INFINITY )
    {
        nap_all_packets_destined_to( first_nap_alarm, &dest_wan ) ;
    }
    else /* try again in RamNapStartDelay_M seconds */
    {
        MCLOCK_TIMER now ;
        GetMclockTimer(&now) ;
        nap_all_packets_destined_to( (now + RamNapStartDelay_M), &dest_wan ) ;
    }
}

LOCAL ARG WAN_schedule_and_sweep(VOID)
{
    UCOUNT    send_tick, next_tick_to_maintain ;
    MCLOCK_TIMER now ;
    UCOUNT    next_tick = UCOUNT_MAX ;

    if( !(TimeToMaintain(MSUBNET_WAN) && PerformMaintenance(MSUBNET_WAN)) )
    {
        GetMclockTimer( &now ) ;
        if( IsExpiredMclockTimer(&now, &send_alarm) ) ( try_to_send_data() ; )
    }
}

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    )
    send_tick      = next_tick_to_try_sending() ;
    next_tick_to_maintain = TickStillNextMaintenance(MSUBNET_WAN) ;
    next_tick      = min( send_tick, next_tick_to_maintain ) ;

    if(Gabby() == GABBY_WAN && next_tick > MINIMUM_PEND_TIME )
    { printf( "WAN_S6S returning %u\n", next_tick ) ; }

    /* scan if lonely and not busy */
    if( next_tick >= (TICKS_PER_SLOT * RamWANMaintGateInterval_M) )
    {
        WAN_scan_if_lonely() ;
    }

    return( (next_tick < MINIMUM_PEND_TIME) ? MINIMUM_PEND_TIME : next_tick ) ;
}

LOCAL VOID    process_wan_doomed_nodes(VOID)
{
    if( Gabby() == GABBY_WAN ) sys_puts( "DOOMED WAN node\n" ) ;
    sys_pend( WAN_Nodelist_FREE_EVENT, 0 ) ;
    while( WAN_NodelistLock != 0 ) { sys_pend( 0, 10 ) ; }

    DeleteDoomedNodes( MSUBNET_WAN ) ;
    WAN_FailedNode = FALSE ;
    sys_post( WAN_Nodelist_FREE_EVENT ) ;
}

LOCAL VOID    process_wan_newborn_nodes(VOID)
{
    NODE *baby_np ;

    sys_pend( WAN_Nodelist_FREE_EVENT, 0 ) ;
    while( WAN_NodelistLock != 0 ) { sys_pend( 0, 10 ) ; }

    while( (baby_np = (NODE *)sys_get_queue(WAN_NewbornNodes_Q)) != NULLNP )

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(
    sys_add_queue( (QUE *)baby_np, WAN_ActiveNodes_Q, FIFO ) ;
)
sys_post( WAN_Nodelist_FREE_EVENT ) ;

)

/* [TASK] */
VOID WAN_link_manager(VOID)
(
    PLATFORM *pp ;

    /* start sending Syncs right away
       (after console has had time to come up) */
    sys_pend(0,100) ;
    MaybeSendSync( OL ) ;

    while(TRUE)
    (
        if( sys_pend( WAN_MGR_EVENT, WAN_schedule_and_sweep() ) )
        (
            if( WAN_FailedNode )    ( process_wan_doomed_nodes() ; )

            if( (NODE *)sys_next_queue (WAN_NewbornNodes_Q, WAN_NewbornNodes_Q) !=
                NULLNP )
            (
                process_wan_newborn_nodes() ;
            )
        )

        /* this is a higher priority TASK than the tasks feeding this
           queue, so the queue will be emptied here */
        while( (pp = (PLATFORM *)sys_get_queue(WAN_Tx_Q)) != NULLPP )
        (
            Tx_Q_to_WAN_data_to_go_Q(pp) ;

            /* start the WAN sending engine */
            GetMclockTimer( &send_alarm ) ;
        )
    )
}

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while( (pp = (PLATFORM *)sys_get_queue(WAN_DeferredRx_Q)) != NULLPP )
{
    /* only look at SYNCs that are NOT for US */
    if( L2Protocol(pp) == L2_PROTOCOL_SYNC )
    {
        AddToRouterQueue(pp) ;
    }
    else
    {
        FreePlatform(pp) ;
    }
}
) /* end of 'while(TRUE)' */
)

```

### Appendix C

#### Listing L2NODE.C

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```

#include <dos.h>
#include <stdio.h>

#include "std.h"
#include "kernel.h"
#include "net.h"

#include "mtime.h"
#include "mclock.h"
#include "addr.h"

#include "l0.h"
#include "l1.h"
#include "l2.h"
#include "l2lanwan.h"
#include "node.h"
#include "l3.h"
#include "l3lanwan.h"
#include "scan.h"
#include "platform.h"
#include "config.h"

/* include if printing DEV_ADDRS and other such..
#include "netutil.h"
*/

/*****
*
* l2node.c
*
* VOID FreeAllDataToGo( NODE *np, QUE *data_to_go_Q )
*
* Free all PLATFORMs that have been queued for transmission 'to_go'
* on this link.
*
*
* NODE *FindNodeGivenLinkPtr( LINK_ADDR *lp, MSUBNET net )
*
*
*****/

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* * * * *
* Searches the ACTIVE_LINK_QUEUE for the MSUBNET 'net' for a match
* on the LINK_ADDR 'lp'. If found, it returns a pointer to the NODE.
*
* * * * *
* NODE *MakeNodeGivenLinkPtr( LINK_ADDR *lp, MSUBNET net )
*
* If a NODE is available, gets a NODE * from the FREE_NODE_QUEUE,
* else NULLNP.
*
* * * * *
* UCOUNT ticks_to_alarm( MCLOCK_TIMER *timer, MCLOCK_TIMER *expire)
* Returns the number of 'ticks' till the alarm 'expire' is due.
*
* * * * *
* *****/
#define OUTGOING (TRUE)
#define INCOMING (!OUTGOING)
LOCAL VOID free_node( NODE *np )
{
    if( np != NULLNP )
    {
        sys_add_queue( (QUE *)np, FreeNodes_Q, FIFO ) ;
        sys_post( FREE_NODE_EVENT ) ;
    }
}

LOCAL VOID free_all_data( NODE *np, QUE *data_Q, BOOL direction )
{
    PLATFORM *pp, *last_good_pp ;
    if( np == NULLNP ) return ;
    last_good_pp = pp = (PLATFORM *)data_Q ;
    while( (pp = (PLATFORM *)sys_next_queue((QUE *)pp,data_Q)) != NULLPP )
    {

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if( (direction == INCOMING) && (np == InputNode(pp)) )
(
    sys_delete_queue( (QUE *)pp, data_Q ) ;
    FreePlatform(pp);
    /* have to start at the last one that wasn't deleted ... */
    pp = last_good_pp ;
)
else if( (direction == OUTGOING) && (np == OutputNode(pp)) )
(
    sys_delete_queue( (QUE *)pp, data_Q ) ;
    FreePlatform(pp);
    /* have to start at the last one that wasn't deleted ... */
    pp = last_good_pp ;
)
else
(
    last_good_pp = pp ;
)
)
)

VOID FailNode( NODE *dead_np )
(
    if( (dead_np != NULLNP) && (!NodeDoomed(dead_np)) )
    (
        SetNodeDoomed(dead_np) ;
        if( NodeNet(dead_np) == MSUBNET_LAN )
        (
            IncrementLANFailNodes_M() ;
            LAN_FailedNode = TRUE ;
            sys_post( LAN_MGR_EVENT ) ;
        )
        else
        (
            IncrementWANFailNodes_M() ;

```

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    WAN_FailedNode = TRUE ;
    sys_post( WAN_MGR_EVENT ) ;
)
)

LOCAL VOID free_or_reroute_packets( NODE *dead_np )
(
    /* remove 'dead_np' from XAN_ActiveNodes_Q */
    if( NodeNet(dead_np) == MSUBNET_LAN )
    (
        /* free PLATFORM that we have been transmitting... */
        if( WaitingForAck(dead_np)
            && !on_output_queue( NodeTxPacket(dead_np)) )
        (
            FreePlatform( NodeTxPacket(dead_np) ) ;
        )

        /* free PLATFORM we have received */
        if( WaitingForAckAck(dead_np) )
        (
            FreePlatform( NodeRcvdPacket(dead_np) ) ;
        )

        free_all_data( dead_np, LAN_DataToGo_Q, OUTGOING ) ;
        free_all_data( dead_np, LAN_Tx_Q, OUTGOING ) ;
        free_all_data( dead_np, LAN_Output_Q, OUTGOING ) ;
    )
    else
    (
        /* get rid of all packets possibly received from DOOMED np */
        free_all_data( dead_np, WAN_DeferredRx_Q, INCOMING ) ;
        free_all_data( dead_np, WAN_Rx_Q, INCOMING ) ;
        free_all_data( dead_np, WAN_Mgr_Rx_Q, INCOMING ) ;
    )
)

```

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/* 'DeleteDoomedNodes(net)' called when the ActiveNodeList for the
   MSUBNET 'net' is locked out from all other tasks and routines
   - through the use of the 'sys_pend( NODELIST_FREE_EVENT )' semaphore */

VOID DeleteDoomedNodes( MSUBNET net )
(
    QUE *anchor ;
    NODE *np, *last_good_np ;

    if( net == MSUBNET_LAN ) ( anchor = LAN_ActiveNodes_Q ; )
    else
        ( anchor = WAN_ActiveNodes_Q ; )

    np = last_good_np = (NODE *)anchor ;
    while( (np = (NODE *)sys_next_queue((QUE *)np, anchor)) != NULLNP )
    (
        if( NodeDoomed(np) )
        (
            /* if it is on a Maint List */
            DelEvenIfNotOnMaintList(np) ;

            /* scatter its packets */
            free_or_reroute_packets( np ) ;

            /* torch it */
            sys_delete_queue( (QUE *)np, anchor ) ;

            /* and return it to the free list */
            free_node(np) ;

            /* remember where we were */
            np = last_good_np ;

        )
        else
        (
            last_good_np = np ;

        )
    )
)

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/* pause for watchdog */
sys_pend(0, MINIMUM_PEND_TIME) ;

)

NODE *FindNodeGivenLinkPtr( LINK_ADDR *lp, MSUBNET net )
(
    FAST NODE *np ;
    QUE *head ;
    if( net == MSUBNET_LAN )
    (
        head = LAN_ActiveNodes_Q ;
        LockLAN() ;
    )
    else
    (
        head = WAN_ActiveNodes_Q ;
        LockWAN() ;
    )
    /* initialize 'np' for the search */
    np = (NODE *)head ;
    while( (np == (NODE *)sys_next_queue((QUE *)np, head)) != NULLNP )
    (
        if( CmpEqualLinkAddr(lp, NodeLinkAddressPtr(np), NodeNet(np)) )
        {
            break ;
        }
    )
    if( net == MSUBNET_LAN ) ( UnlockLAN() ; )
    else
        { UnlockWAN() ; }
    return np ;
)

NODE *FindNewbornNodeGivenLinkPtr( LINK_ADDR *lp, MSUBNET net )

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(
    FAST NODE *np ; *head ;
    QUE
    if( net == MSUBNET_LAN ) { head = LAN_NewbornNodes_Q ; }
    else
        { head = WAN_NewbornNodes_Q ; }

    /* initialize 'np' for the search */
    np = (NODE *)head ;
    while( (np = (NODE *)sys_next_queue((QUE *)np, head)) != NULLNP )
    {
        if( CmpEqualLinkAddr(lp, NodeLinkAddressPtr(np), NodeNet(np)) )
        {
            break ;
        }
    }

    return np ;
}

/* ***** DX Node ***** */
LOCAL WAN_ADDR dx_wan ;
LOCAL DISTANCE dx_distance = DISTANCE_ZERO ;
WAN_ADDR *DxNode( VOID ) { return &dx_wan ; }
LOCAL VOID update_dx_node( WAN_ADDR *wan, DISTANCE dist )
{
    if( IsStationWanAddr(wan) && dist >= dx_distance )
    {
        CopyWanAddr( &dx_wan, wan ) ;
        dx_distance = dist ;
    }
}
/* ***** end DX Node ***** */

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NODE *MakeNodeGivenLinkPtr( LINK_ADDR *lp, MSUBNET net )
(
    FAST NODE *np ;

    /* do not create again */
    if( (np = FindNewbornNodeGivenLinkPtr(lp, net)) != NULLNP ) ( return np ; )

    /* check this link address for validity */
    if( !validateSourceLinkAddr(lp,net) )
    {
        if( Gabby() == GABBY_LAN || Gabby() == GABBY_WAN )
        {
            sys_puts( "Invalid Link Source Addr!\n" ) ;
            return NULLNP ;
        }
        if( net == MSUBNET_LAN )
        {
            if( (LAN_ActiveNodes_Q->audit < RamMaxLANNodes_M) )
            {
                LAN_ADDR lan ;
                LinkToLan( &lan, lp ) ;
                if( !IsBroadcastLanAddr(&lan) ) ( return NULLNP ; )
            }
            else /* we are out of LAN nodes */
            {
                return NULLNP ;
            }
        }
        else
        {
            WAN_ADDR wan ;
            LinkToWan( &wan, lp ) ;

```

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/* if it is not a legit WAN address */
if( IsBroadcastWanAddr(&wan) || IsLocalWanAddr(&wan) )
{
    return NULLNP ;
}

if( (np = (NODE *)sys_get_queue(FreeNodes_Q)) != NULLNP )
{
    SetNodeNet(np,net) ;
    ResetNodeTwoWay(np) ;
    CopyLinkAddr( NodeLinkAddressPtr(np), lp, net ) ;
    /* initialize as required - WANS we DO; LAN, not necessarily.... */
    SetNodeMaintain_M(np, (net == MSUBNET_WAN) ) ;
    /* start at the beginning */
    StopWaitingForAck(np) ;
    StopWaitingForAckAck(np) ;

    SetNodeLastDataGood_M(np,FALSE) ;
    SetNodeLastAckGood_M(np,FALSE) ;

    np->fid = 0 ;
    np->data_rcvd = 0 ;
    np->sent_seq_num = 0 ;
    np->delta_tick = 0 ;
    np->naps = 0 ;

    np->to_tries = 0 ;
    np->ack_tries = 0 ;

    np->current_data_sent = 0 ;
    np->current_data_retries = 0 ;
    SetNodeLastDataSent_M(np,0) ;
    SetNodeLastDataRetries_M(np,0) ;
    SetNodeTestPackets_M(np,0) ;
    SetNodeTickleTries_M(np,0) ;
    SetNodeTickleSuccesses_M(np,0) ;

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/* initialize the received info data */
np->info.seq_num = 0 ;

/* initialize some timers */
SetNodeDeltaAge(np, MCLOCK_TIMER_INFINITY) ;

/* start the timers *NOW* -- if WAN OR maintaining LAN links */
if( net == MSUBNET_WAN || RamMaintainLANLinks_M )
(
    GetExpiredMclockTimer( NodeMaintAlarmPtr(np), WAIT_BEFORE_LINKING ) ;
    GetExpiredMclockTimer( NodeScannerAlarmPtr_M(np),
        RamWANScannerInterval_M ) ;
)
else
(
    GetExpiredMclockTimer( NodeMaintAlarmPtr(np), MCLOCK_TIMER_INFINITY )
)
;

GetMclockTimer( NodeLastExchangeTimerPtr(np) ) ;
GetMclockTimer( NodeLastHeardTimerPtr_M(np) ) ;

/* initialize Received Signal Strength Indicator, discriminator */
np->rss_i_smoothed = 0 ;
np->rss_i_min = 255 ;
np->rss_i_max = 0 ;
np->rss_i_last = 0 ;
np->discriminator = 0 ;
np->last_reported_rssi = 0 ;
np->max_reported_rssi = 0 ;
np->min_reported_rssi = 0 ;
np->smoothed_reported_rssi = 0 ;

/* and start out OFF of any link maintenance list */
SetNodeOnFastList(np, FALSE) ;
SetNodeOnSlowList(np, FALSE) ;
SetNodeMaintStatus(np, NODE_MAINT_STATUS_INIT) ;
SetNodeNextToMaintain_M(np, NULLNP) ;

```

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#ifdef DEBUG
printf( "MakeNodeGivenLinkPtr: " );
if( net == MSUBNET_WAN )
(
    UTEXT    wbuf[WAN_STR_LEN] ;
    WAN_ADDR wan ;

    LinkToWan( &wan, lp ) ;
    printf( "adding wan dest address %s\n", wan_str(wbuf, &wan) ) ;
)
else
(
    UTEXT    lbuf[LAN_STR_LEN] ;
    LAN_ADDR lan ;

    LinkToLan( &lan, lp ) ;
    printf( "adding lan dest address %s\n", lan_str(lbuf, &lan) ) ;
)
#endif /*DEBUG */

if( net == MSUBNET_LAN )
(
    /* store distance to node, bearing, and octant */
    sys_add_queue( (QUE *)np, LAN_NewbornNodes_Q, FIFO ) ;
    sys_post( LAN_MGR_EVENT ) ;
)
else
(
    LAN_ADDR lan ;
    WAN_ADDR new_wan ;

    /* get WAN_ADDR from 'NodeLinkAddressPtr' */
    LinkToWan( &new_wan, NodeLinkAddressPtr(np) ) ;

    /* get distance and bearing from Us to Hop */
    DeltaStationWanAddr( NodeBearingPtr(np), NodeDistancePtr(np),
    &new_wan, &OurGlobalWanAddr ) ;

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/* remember if this is the New DX Node */
update_dx_node( &new_wan, NodeDistance(np) );

sys_add_queue( (QUE *)np, WAN_NewbornNodes_Q, FIFO );
sys_post( WAN_MGR_EVENT );

    }

    return np ;

}

/* Get NODE's next FID */
#ifdef PROTOTYPE
    GetNewFid( NODE *np )
#else
    GetNewFid( np )
#endif
* np ;

{
    if( ISTRUE( IsBroadcastLinkAddr( NodeLinkAddressPtr( np ),
        MSUBNET_LAN ) ) )
    {
        return L2_FID_MAX ;
    }
    else
    {
        FAST L2_FID    fid ;

        if( (fid = (np->fid)++) == (L2_FID_MAX - (L2_FID)1) )
        {
            np->fid = L2_FID_MIN ;
        }

        return fid ;
    }
}

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/* We use a "smoothed round trip time" estimation routine to attempt
to adapt the retransmission timers to the 'real world' conditions.

This algorithm is used by the TCP community. We use the same
acronyms and constants.

This is a general purpose routine for the smoothing of any variable
over several "readings". Note that it has a "fast attack/slow decay"
characteristic.
*/

#define ALPHA1 7 /* "fast attack" */
#define ALPHA2 15 /* "slow decay" */

UCOUNT smooth( ARG current, ARG new )
(
    if( new > current )
    (
        /* new value is increasing, use fast attack */
        return( (ALPHA1 * current + new) / (ALPHA1 + 1) ) ;
    )
    else
    (
        /* new value decreasing, use slow decay */
        return( (ALPHA2 * current + new) / (ALPHA2 + 1) ) ;
    )
)

/* 'UpdateNode(...)' updates all information
in node table entry that DOES change from packet to packet
*/
VOID UpdateNode( NODE *np, ARG delta_tick, BYTES rssi, BYTES discriminator, UTINY
rx_signal )
(
    /* update the contact alarm */
    GetSynchExpiredMclockTimer( NodeContactAlarmPtr(np),

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(RamLANContactInterval_M + ContactPeriodFuzz(MSUBNET_LAN) ) ) ;

/* remember the last time we heard this node */
GetMclockTimer( NodeLastHeardTimerPtr_M(np) ) ;

/* Process signal strength we received this Packet at... */
SetNodeRssiLast_M(np, rssi) ;
SetNodeRssiMin_M(np, min( NodeRssiMin_M(np), rssi) ) ;
SetNodeRssiMax_M(np, max( NodeRssiMax_M(np), rssi) ) ;

/* ...come up with a valid value fast. */
if( NodeRssiSmoothed_M(np) < NodeRssiMin_M(np) )
(
    SetNodeRssiSmoothed_M(np, rssi) ;
)
else
(
    SetNodeRssiSmoothed_M(np, (BYTES)smooth( (ARG)NodeRssiSmoothed_M(np),
(ARG)rssi) ) ;
)

/* Process the Reported RSSI (our strength (SN) at the other end)... */
SetNodeLastReportedRssi_M(np, rx_signal) ;
SetNodeMinReportedRssi_M(np, min( NodeMinReportedRssi_M(np), rx_signal) ) ;
SetNodeMaxReportedRssi_M(np, max( NodeMaxReportedRssi_M(np), rx_signal) ) ;

/* ...come up with a valid value fast. */
if( NodeSmoothedReportedRssi_M(np) < NodeMinReportedRssi_M(np) )
(
    SetNodeSmoothedReportedRssi_M(np, rx_signal) ;
)
else
(
    SetNodeSmoothedReportedRssi_M(np, (BYTES)smooth(
(ARG)NodeSmoothedReportedRssi_M(np), (ARG)rx_signal) ) ;
)

/* Just come up with a valid value fast for the discriminator. */
if( NodeDiscriminator_M(np) == 0 )

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(
    SetNodeDiscriminator_M( np, discriminator ) ;
)
else
(
    SetNodeDiscriminator_M( np, (BYTES)smooth( (ARG)NodeDiscriminator_M(np),
(ARG)discriminator) ) ;
)

/* and, oh, don't forget to set the DeltaTick! */
SetNodeDeltaTick_M(np, delta_tick) ;
)

VOID AddAlloctantInfo( UTINY octants[] )
(
    FAST ARG i ;
    FAST NODE *np ;
    ARG arg_array[OCTANT_COUNT] ;

    /* Start with nothing, nowhere. */
    for( i = 0; i < OCTANT_COUNT; i++ ) ( arg_array[i] = 0 ; )

    /* initialize 'np' for the search */
    LockWAN() ;
    np = (NODE *)WAN_ActiveNodes_Q ;
    while( (np = (NODE *)sys_next_queue((QUE *)np, WAN_ActiveNodes_Q)) != NULLNP )
    (
        if( NodeOctant(np) < OCTANT_COUNT ) ( arg_array[NodeOctant(np)]++ ; )
    )
    UnlockWAN() ;

    /* Fill passed UTINY array */
    for( i = 0; i < OCTANT_COUNT; i++ )
    (
        octants[i] = (arg_array[i] > UCHAR_MAX) ? UCHAR_MAX : arg_array[i] ;
    )
)

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UCOUNT MostCrowdedOctant( VOID )
{
    FAST ARG i, max_count, mostest ;
    UTINY octants[OCTANT_COUNT] ;

    /* start with nothing */
    for( i = 0; i < OCTANT_COUNT; i++ ) { octants[i] = 0 ; }

    /* add em up */
    AddAllOctantInfo(octants) ;

    for( i = mostest = max_count = 0; i < OCTANT_COUNT; i++ )
    {
        if( octants[i] >= max_count )
        {
            mostest = i ;
            max_count = octants[i] ;
        }

        return mostest ;
    }

    BOOL CloserThan( LINK_ADDR *link_ptr, WAN_ADDR *dest_wan, DISTANCE distance )
    {
        ANGLE bearing ;
        DISTANCE their_distance ;
        LAN_ADDR lan ;
        WAN_ADDR wan ;

        LinkToWan( &wan, link_ptr ) ;
        DeltaStationWanAddr( &bearing, &their_distance, dest_wan, &wan ) ;

        return( CmpLessThanDistance(their_distance, distance) ) ;
    }

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UCOUNT LinksPerSubnet( MSUBNET net )
(
    if( net == MSUBNET_LAN ) { return LAN_ActiveNodes_Q->audit ; }
    else
    { return WAN_ActiveNodes_Q->audit ; }
)

UCOUNT SequenceNumber( NODE *input_np )
(
    FAST ARG sequence_num ;
    if( NodeTwoWay(input_np) )
    (
        sequence_num = NodeSeqNum_M(input_np) ;
    )
    else
    (
        NODE *np ; *anchor ;
        QUE
        if( NodeNet(input_np) == MSUBNET_LAN )
        (
            anchor = LAN_ActiveNodes_Q ;
            np = (NODE *)anchor ;
            LockLAN() ;
        )
        else
        (
            anchor = WAN_ActiveNodes_Q ;
            np = (NODE *)anchor ;
            LockWAN() ;
        )
        sequence_num = 1 ;
        while( (np = (NODE *)sys_next_queue( (QUE *)np, anchor)) != NULLNP )
        (
            if( NodeTwoWay(np) ) { sequence_num++ ; }
        )
    )
)

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    if( NodeNet(input_np) == MSUBNET_LAN ) ( UnlockLAN() ; )
    else
        { UnlockWAN() ; }
    }

    return sequence_num ;
}

BOOL DeleteStalestLANnode(VOID)
{
    FAST NODE *np ;
    NODE *deleter = NULLNP ;
    MCLOCK_TIMER oldest_time = MCLOCK_TIMER_INFINITY ;

    /* initialize 'np' for the search */
    np = (NODE *)LAN_ActiveNodes_Q ;

    LockLAN() ;
    while( (np = (NODE *)sys_next_queue((QUE *)np, LAN_ActiveNodes_Q)) != NULLNP )
    {
        /* if the Node is Not in the process of transferring Data,
           latch the one with the Completed Exchange
           furthest in the past */
        if( (!NodeMaintain_M(np))
            && (NodeLastExchange(np) < oldest_time) )
        {
            oldest_time = NodeLastExchange(np) ;
            deleter = np ;
        }
    }
    UnlockLAN() ;

    if( deleter != NULLNP )
    {
        FailNode(deleter) ;
        return TRUE ;
    }
    else

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(
    return FALSE ;
)

LOCAL VOID    delete_furthest_WANnode(VOID)
(
    FAST NODE    *np ;
    NODE    *desperado ;          /* the NODE most probable to die */
    UCOUNT    most_crowded_octant ;
    DISTANCE    worst_distance ;
    MCLOCK_TIMER    now ;

    /* determine Most Crowded Octant */
    most_crowded_octant = MostCrowdedOctant() ;

    /* pause for watchdog */
    sys_pend(0,MINIMUM_PEND_TIME) ;

    /* initialize search space */
    desperado = NULLNP ;
    worst_distance = 0 ;

    /* initialize 'np' for search */
    LockWAN() ;

    /* what timer is it NOW */
    GetMclockTimer(&now) ;

    np = (NODE *)WAN_ActiveNodes_Q ;
    while( (np = (NODE *)sys_next_queue((QUE *)np, WAN_ActiveNodes_Q)) != NULLNP )
    (
        if( (NodeOctant(np) == most_crowded_octant) )
        (
            ANGLE    bearing ;
            DISTANCE    their_distance ;
            WAN_ADDR    wan ;

```

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LinkToWan( &wan, NodeLinkAddressPtr(np) ) ;
DeltaStationWanAddr( &bearing, &their_distance, &OurGlobalWanAddr,
&wan ) ;

/* if they are the furthest */
if( their_distance > worst_distance )
(
    desperado = np ;
    worst_distance = their_distance ;
)

UnlockWAN() ;

/* pause (again) for watchdog */
sys_pend(0, MINIMUM_PEND_TIME) ;

if( desperado != NULLNP ) ( FailNode(desperado) ; )

VOID MakeNodeRoom( VOID )
(
    if( FreeNodes_Q->audit < MIN_FREE_NODES )
    (
        /* if not Too Many LAN nodes OR we couldn't delete a LAN node
        because they are all Static, Delete 'flakiest' WAN node */
        if( (LAN_ActiveNodes_Q->audit < RamMaxLANNodes_M)
            || (DeleteStalestLANnode() == FALSE) )
        (
            delete_furthest_WANnode() ;
        )
    )
)

VOID NapNode( NODE *np )

```

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(      ULONG      nap_time ;

if(Gabby() == GABBY_WAN) sys_puts( "(nap) " );
if( np == NULLNP ) return ;

if( NodeNaps(np) < MAX_NODE_NAPS ) ( IncrementNodeNaps(np) ; )

nap_time = NodeNaps(np) * RamNapStartDelay_M ;
GetExpiredMclockTimer( NodeDataRetryTimerPtr(np), nap_time ) ;

)

VOID      SetNodeActiveState( NODE *np )
(
    if( np == NULLNP ) return ;

    /* set the status to ACTIVE if the NODE has earned it */
    if( (NodeTotalDataSent(np) && NodeTotalDataRcvd(np)) )
    (
        SetNodeTwoWay(np) ;
    )
    else
    (
        ResetNodeTwoWay(np) ;
    )
)

UTEXT      *ExportNodeTableEntry( UTEXT *bp, NODE *np )
(
    MCLOCK_TIMER      now ;

    bp      = ExportLinkAddr( bp, NodeLinkAddressPtr(np), NodeNet(np) ) ;
    bp      = ExportMulong( bp, NodeDeltaAge(np) ) ;
    bp      = ExportMulong( bp, NodeDistance(np) ) ;
    bp      = ExportMulong( bp, NodeBearing(np) ) ;

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```

*bp++ = NodeRssiSmoothed_M(np) ;
*bp++ = NodeRssiMax_M(np) ;
*bp++ = NodeRssiMin_M(np) ;
*bp++ = NodeRssiLast_M(np) ;
*bp++ = NodeDiscriminator_M(np) ;
*bp++ = NodeTxPower_M(np) ;
*bp++ = NodeLastReportedRssi_M(np) ;
*bp++ = NodeMaxReportedRssi_M(np) ;
*bp++ = NodeMinReportedRssi_M(np) ;
*bp++ = NodeSmoothedReportedRssi_M(np) ;
*bp++ = NodeFid(np) ;

/* status fields */
bp = ExportMuint( bp, NodeStatusBytes_M(np) ) ;

*bp++ = NodeAckTries(np) ;
bp = ExportMulong( bp, NodeAckTimer_M(np) ) ;

*bp++ = NodeToTries(np) ;
bp = ExportMulong( bp, NodeDataRetryTimer_M(np) ) ;

bp = ExportMuint( bp, NodeSeqNum_M(np) ) ;
bp = ExportMuint( bp, NodeDeltaTick_M(np) ) ;

bp = ExportMulong( bp, NodeScannerAlarm_M(np) ) ;

bp = ExportMulong( bp, NodeLastDataSent_M(np) ) ;
bp = ExportMulong( bp, NodeCurrentDataSent_M(np) ) ;

bp = ExportMulong( bp, NodeLastDataRetries_M(np) ) ;
bp = ExportMulong( bp, NodeCurrentDataRetries_M(np) ) ;

bp = ExportMulong( bp, NodeTotalDataRcvd(np) ) ;

bp = ExportMulong( bp, NodeMaintAlarm(np) ) ;
bp = ExportMulong( bp, NodeLastExchange(np) ) ;
bp = ExportMulong( bp, NodeContactAlarm(np) ) ;
bp = ExportMulong( bp, NodeLastHeardTimer_M(np) ) ;

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/* maintenance status */
*bp++ = NodeMaintByte_M(np) ;

bp = ExportMulong( bp, NodeInfoAge(np) ) ;
bp = ExportMuint( bp, NodeInfoStatus(np) ) ;
bp = ExportMuint( bp, NodeInfoSeqNum_M(np) ) ;
bp = ExportDevAddr( bp, NodeInfoDevAddrPtr_M(np) ) ;

*bp++ = NodeNaps(np) ;

bp = ExportMulong( bp, NodeTestPackets_M(np) ) ;

bp = ExportMulong( bp, NodeTickleTries_M(np) ) ;
bp = ExportMulong( bp, NodeTickleSuccesses_M(np) ) ;

/* and return the AGE of this NODE table read */
GetMclockTimer( &now ) ;
bp = ExportMulong( bp, now ) ;

return bp ;

) ■

```

#### Appendix D

#### Listing L2MAINT.C

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#include <dos.h>
#include <stdio.h>

#include "std.h"
#include "kernel.h"
#include "net.h"

#include "mtime.h"
#include "mclock.h"
#include "addr.h"
#include "angle.h"

#include "l0.h"
#include "l1.h"
#include "l2lanwan.h"
#include "node.h"
#include "l3.h"
#include "l3lanwan.h"
#include "scan.h"
#include "platform.h"
#include "config.h"

#include "netutil.h"

/*****
*
* l2maint.c
*
* This source file contains routines to process and generate
* maintenance frames -- NULL, TEST, SYNC, TIMESTAMP, TIMESTAMP_INQUIRY,
* LINK_INFO, and LINK_INFO_INQUIRY.
*
*
* NODE *LANStartOfFastMaintList
* NODE *LANStartOfSlowMaintList
* NODE *WANStartOfFastMaintList
*****/

```



to set L2\_PROTOCOL to protocol.

This provides the import/export routines for the L2\_LINK\_INFO object. This provides the following functions:

```
unsigned char *ExportL2LinkInfo(buf, link_info, msubnet)
unsigned char *buf ;
L2_LINK_INFO *link_info ;
MSUBNET msubnet ;
```

Export the L2\_LINK\_INFO object into \*buf, returning a pointer into buf[] just past the exported L2\_LINK\_INFO object. Msubnet is the subnet code.

```
unsigned char *ImportL2LinkInfo(link_info, buf, msubnet)
L2_LINK_INFO *link_info ;
unsigned char *buf ;
MSUBNET msubnet ;
```

Import a L2\_LINK\_INFO object from \*buf, returning a pointer into buf[] just past the imported L2\_LINK\_INFO object. Msubnet is the subnet code.

```
BOOLEAN SendMaint( np, link_src_ptr, protocol, ftype )
NODE *np ;
LINK_ADDR *link_src_ptr ;
L2_PROTOCOL protocol ;
L2_FTYPE ftype ;
```

Called to send a maintenance frame to the node \*np from the source LINK\_ADDR \*link\_src\_ptr. It sends a maintenance frame of the given protocol and the given frame type (DATA\_ACK or DATA\_NOACK).

This returns TRUE iff the maintenance frame was scheduled.



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/* free the Maint List for others */
if( net == MSUBNET_LAN ) ( sys_post( LAN_MAINT_LIST_EVENT ) ; )
else
    ( sys_post( WAN_MAINT_LIST_EVENT ) ; )
)

MCLOCK_TIMER LAN_maintenance_timer = 0 ;
MCLOCK_TIMER WAN_maintenance_timer = 0 ;

ARG NumInMaintList( MSUBNET net )
(
    ARG count ;
    NODE *start ;

    /* get the list for ourselves */
    pend_for_maint_list(net) ;

    if( net == MSUBNET_LAN ) ( start = LANstartOfFastMaintList ; )
    else
        ( start = WANstartOfFastMaintList ; )

    /* initialize the count */
    for( count = 0 ; start != NULLNP ; count++ )
    (
        start = start->next_to_maintain ;
    )

    if( net == MSUBNET_LAN ) ( start = LANstartOfSlowMaintList ; )
    else
        ( start = WANstartOfSlowMaintList ; )

    for( /* save the count */ ; start != NULLNP ; count++ )
    (
        start = start->next_to_maintain ;
    )

    release_maint_list_ownership(net) ;
    return count ;
)

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```

NODE *GetMaint( MSUBNET net )
{
    NODE **start_ptr, *found ;
    BOOL fast = TRUE ;
    pend_for_maint_list(net) ;
    if( net == MSUBNET_LAN )
    {
        if( *(start_ptr = &LANstartOfFastMaintList) == NULLNP )
        {
            start_ptr = &LANstartOfSlowMaintList ;
            fast = FALSE ;
        }
    }
    else /* MSUBNET == WAN */
    {
        if( *(start_ptr = &WANstartOfFastMaintList) == NULLNP )
        {
            start_ptr = &WANstartOfSlowMaintList ;
            fast = FALSE ;
        }
    }

    /* get the first Node on the list */
    if( *start_ptr != NULLNP )
    {
        /* save the first one that we found */
        found = *start_ptr ;

        /* move the pointers 'around' the NODE we're returning */
        *start_ptr = (*start_ptr)->next_to_maintain ;

        /* reset 'list state' bits in 'found' NODE */
        if( fast ) { SetNodeOnFastList(found,FALSE) ; }
        else { SetNodeOnSlowList(found,FALSE) ; }

        SetNodeNextToMaintain_M(found,NULLNP) ;
    }
}

```

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else
{
    found = NULLNP ;
}

if( Gabby() == GABBY_MAINT) printf( "GetMaint exit... *start_ptr:%p found:%p
fast:%u\n", *start_ptr, found, fast ) ;

    release_maint_list_ownership( net ) ;
    return found ;
}

/* NOTE... this routine is NOT protected... it MUST be protected otherwise */
LOCAL VOID del_maint( NODE *np )
{
    NODE **start_ptr ;

    if( Gabby() == GABBY_MAINT) printf( "del_maint( %p )entry\n", np ) ;

    if( np == NULLNP ) { return ; }
    if( NodeOnFastList(np) )
    {
        if( NodeNet(np) == MSUBNET_LAN ) ( start_ptr = &LANstartOfFastMaintList ;
                                           else
                                           { start_ptr =
&WANstartOfFastMaintList ; } )
        else if( NodeOnSlowList(np) )
        {
            if( NodeNet(np) == MSUBNET_LAN ) ( start_ptr = &LANstartOfSlowMaintList ;
                                                         else
                                                         { start_ptr =
&WANstartOfSlowMaintList ; } )
            else
            {
                if( Gabby() == GABBY_MAINT) sys_puts( "del_maint... np not on any list\n" ) ;
                return ;
            }
        }
    }
}

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    )
    /* look till we find the target NODE */
    while( *start_ptr != np )
    (
        start_ptr = &((*start_ptr)->next_to_maintain) ;
    )

    /* commit suicide in this undefined state */
    if( *start_ptr == NULLNP ) ( Die(MAINT_START_POINTER_INVALID) ; )

    /* now, delete the NP */
    if( NodeOnFastList(np) ) ( SetNodeOnFastList(np,FALSE) ; )
    else
        ( SetNodeOnSlowList(np,FALSE) ; )

    /* move the pointers 'around' the deleted NODE... */
    *start_ptr = np->next_to_maintain ;
    SetNodeNextToMaintain_M(np, NULLNP) ;
)

VOID DeleteIfNotOnMaintList( NODE *np )
(
    pend_for_maint_list(NodeNet(np)) ;
    del_maint(np) ;
    release_maint_list_ownership( NodeNet(np) ) ;
)

VOID AddMaint( NODE *np, BOOL fast, L2_PROTOCOL protocol )
(
    NODE **start_ptr, *current ;

    if( Gabby() == GABBY_MAINT) printf( "AddMaint( %p %u )entry\n", np, fast ) ;

    /* acquire the Maint List for ourselves */
    pend_for_maint_list( NodeNet(np) ) ;

    /* If already on the fastest maintenance list... */
    if( NodeOnFastList(np) )

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(
    release_maint_list_ownership( NodeNet(np) ) ;
    return ;
)

/* ...else, already on the slow. */
if( NodeOnSlowList(np) )
(
    if( fast )      ( del_maint(np) ; )
    else
    {
        release_maint_list_ownership( NodeNet(np) ) ;
        return ;
    }
)

if( NodeNet(np) == MSUBNET_LAN )
(
    if( fast )      ( start_ptr = &LANStartOffFastMaintList ; )
    else            ( start_ptr = &LANStartOffSlowMaintList ; )
)
else
(
    if( fast )      ( start_ptr = &WANStartOffFastMaintList ; )
    else            ( start_ptr = &WANStartOffSlowMaintList ; )
)

if( (current = *start_ptr) == NULLNP ) ( *start_ptr = np ; )
else
(
    /* look for the LAST maintained node */
    while( current->next_to_maintain != NULLNP )
    {
        current = current->next_to_maintain ;
    }

    /* now at end of list */
    current->next_to_maintain = np ;
)

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    )
    /* set 'list state' bits in NODE */
    if( fast ) ( SetNodeOnFastList(np,TRUE) ; )
    else ( SetNodeOnSlowList(np,TRUE) ; )

    SetNodeMaintProtocol( np, protocol ) ;
    SetNodeNextToMaintain_M( np, NULLNP ) ;

    /* free the Maint List for others */
    release_maint_list_ownership( NodeNet(np) ) ;

    if( Gabby() == GABBY_MAINT) printf( "AddMaint: *start_ptr:%p current:%p, np:%p\n",
    *start_ptr, current, np ) ;
    )

    /* end of linked list code */

    /* start of 'netman' maintenance code */

    /* Export a L2_LINK_INFO struct */
    UTEXT *ExportL2LinkInfo( UTEXT buf[], L2_LINK_INFO *link_info )
    (
        FAST UCOUNT i ;

        buf = ExportMtime(buf, (&(link_info->time))) ;
        buf = ExportMtimeError(buf, (&(link_info->time_error))) ;

        buf = ExportMulong(buf, link_info->age) ;
        buf = ExportMushort(buf, link_info->status) ;
        buf = ExportMushort(buf, link_info->seq_num) ;

        buf = ExportDevAddr(buf, (&(link_info->dev_addr))) ;

```

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    buf = ExportMushort(buf, link_info->wan_links) ;
    buf = ExportMushort(buf, link_info->lan_links) ;

    for(i = 0; i != OCTANT_COUNT; i++)
    {
        *buf++ = link_info->octant[i] ;
    }

    return(buf) ;
}

/* Import a L2_LINK_INFO struct */
UTEXT
{
    *ImportL2LinkInfo( L2_LINK_INFO *link_info, UTEXT buf[] )

    FAST UCOUNT    i ;

    buf = ImportMtime(&(link_info->time), buf) ;
    buf = ImportMtimeError(&(link_info->time_error), buf) ;

    buf = ImportMulong(&(link_info->age), buf) ;
    buf = ImportMushort(&(link_info->status), buf) ;
    buf = ImportMushort(&(link_info->seq_num), buf) ;

    buf = ImportDevAddr(&(link_info->dev_addr), buf) ;

    buf = ImportMushort(&(link_info->wan_links), buf) ;
    buf = ImportMushort(&(link_info->lan_links), buf) ;

    for(i = 0; i != OCTANT_COUNT; i++)
    {
        link_info->octant[i] = *buf++ ;
    }

    return(buf) ;
}

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/* Manifest constants */
#define VOLATILE_AGE /* define to treat age as a volatile field */
#define VOLATILE_AGE_SLOP (16)

/* Make and send a maintenance frame. */
#define PROTOTYPE SendMaint( np, link_src_ptr, protocol, ftype )
BOOLEAN SendMaint(
    NODE *np,
    LINK_ADDR *link_src_ptr,
    L2_PROTOCOL protocol,
    L2_FTYPE ftype)
else
    BOOLEAN SendMaint( np, link_src_ptr, protocol, ftype )
    NODE *np;
    LINK_ADDR *link_src_ptr;
    L2_PROTOCOL protocol;
    L2_FTYPE ftype;
#endif
(
    FAST PLATFORM *pp; *bp;
    FAST UTEXT
    union
    (
        L2_SYNC sync;
        L2_TIMESTAMP timestamp;
        L2_LINK_INFO link_info;

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    } frame ;
    UCOUNT      frame_len ;
    ARG          j ;
    LAN_ADDR     lan ;
    WAN_ADDR     wan ;

    if(Gabby() == GABBY_MAINT)
        printf( "SendMaint( %p, %p %u %u ) entry\n",
            np, link_src_ptr, protocol, ftype ) ;

    /* if no platform to put frame into, don't go any further */
    if( FreePlatform_Q->audit < (sys_task_id() + MINIMUM_PLATFORMS)
        || ((pp = (PLATFORM *)sys_get_queue(FreePlatform_Q)) == NULLPP) )
    {
        return FALSE ;
    }

    /* send the remembered protocol */
    protocol = NodeMaintProtocol(np) ;

    /* ... else, can we not send LINK INFO's to this node? */
    if( NodeMaintStatus(np) == NODE_MAINT_STATUS_TIMESTAMP )
    {
        if( protocol == L2_PROTOCOL_LINK_INFO_INQUIRY )
        {
            protocol = L2_PROTOCOL_TIMESTAMP_INQUIRY ;
        }
        else if( protocol == L2_PROTOCOL_LINK_INFO )
        {
            protocol = L2_PROTOCOL_TIMESTAMP ;
        }
    }

    /* do we not send TIMESTAMP INQUIRY's to this node? --
       because it is an incompatible Meter... */
    if( (protocol == L2_PROTOCOL_TIMESTAMP_INQUIRY)
        && (!RamAcceptLTime_M || !RamTruthfullTime_M) )
    {

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    protocol = L2_PROTOCOL_TIMESTAMP ;
)
/* fill appropriate frame structure */
switch(protocol)
(
    case(L2_PROTOCOL_NULL):
        /* NULL frame has no data */
        frame_len = 0 ;
        break ;

    case(L2_PROTOCOL_TEST):
        /* we pad TEST frame to full length */
        frame_len = (MAX_PACKET_LEN - L1_HEADER_LEN - L2_HEADER_LEN) ;
        break ;

    case(L2_PROTOCOL_SYNC):
        GetMclockTimer(&frame.sync.age) ;
        frame_len = LengthL2Sync(&frame.sync, NodeNet(np)) ;
        break ;

    case(L2_PROTOCOL_TIMESTAMP):
    case(L2_PROTOCOL_TIMESTAMP_INQUIRY):
        /* get our current clock */
        GetMclockWithError(
            &frame.timestamp.time,
            &frame.timestamp.time_error ) ;

        /* fixup LAN time iff required */
        if ( (NodeNet(np) == MSUBNET_LAN) && !RamTruthfullTime_M )
        (
            CopyMtimeError( &frame.timestamp.time_error, ZeroMtimeError() ) ;
        )
)
/*

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printf( "SendMaint:net:$u truth:$u time:$u error:$lu\n",
(UCOUNT)NodeNet(np), (UCOUNT)RamTruthfullANTime_M,
frame.timestamp.time,
frame.timestamp.time_error ) ;
*/

frame_len = LengthL2Timestamp(&frame.timestamp,NodeNet(np)) ;
break ;

case(L2_PROTOCOL_LINK_INFO):
case(L2_PROTOCOL_LINK_INFO_INQUIRY):
/* get our current clock */
GetMclockWithError(
&frame.link_info.time,
&frame.link_info.time_error ) ;

/* get current timer (to compute age) */
GetMclockTimer(&frame.link_info.age) ;

/* assign Status for Intersestet Nodes */
frame.link_info.status = RamBatteryBacked_M ?
L2_LINK_INFO_STATUS_PERSISTENT : L2_LINK_INFO_STATUS_NULL ;
frame.link_info.status |= RamUseForRouting_M ? L2_LINK_INFO_STATUS_ROUTABLE
: L2_LINK_INFO_STATUS_NULL ;

/* what is the sequence number of this link? */
j = SequenceNumber(np) ;

/* assign the other node a sequence number */
if( NodeSeqNum_M(np) == 0 )
(
SetNodeSeqNum_M(np, SequenceNumber(np)) ;
)
else
(
SetNodeSeqNum_M( np, MIN( NodeSeqNum_M(np), j ) ) ;
)

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frame.link_info.seq_num = NodeSeqNum_M(np) ;

/* infer our device address */
if( NodeNet(np) == MSUBNET_LAN )
(
    LinkToLan( &lan, link_src_ptr ) ;
    BuildDevAddr( &frame.link_info.dev_addr, &OurGlobalWanAddr, &lan) ;
)
else
(
    CopyDevAddr( &frame.link_info.dev_addr, RamDevSrcPtr_M ) ;
)

frame.link_info.wan_links = LinksPerSubnet( MSUBNET_WAN ) ;
frame.link_info.lan_links = LinksPerSubnet( MSUBNET_LAN ) ;

/* get the WAN connectivity */
AddAlloctantInfo( frame.link_info.octant ) ;

/* we pad LINK_INFO frame to full length */
frame_len = (MAX_PACKET_LEN - L1_HEADER_LEN - L2_HEADER_LEN) ;

break ;

default:
    FreePlatform(pp) ;
    return FALSE ;
)

/* At this point the Frame is full and the length is known */

/* make frame header */
bp = MkL2Pkt( pp,
    frame_len,
    protocol,
    ftype,
    GetNewFid(np),
    NodeLinkAddressPtr(np),

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    link_src_ptr,
    NodeNet(np) ) ;

/* error making frame header? */
if(bp == NULLCHAR) ( FreePlatform( pp ) ; return FALSE ; )

/* Export theFrame structure into the data field */
switch(protocol)
{
    case(L2_PROTOCOL_NULL):
        /* no data in a NULL frame */
        break ;

    case(L2_PROTOCOL_TEST):
        /* we pad a TEST frame to full length */
        MemSet( bp, 0x55, (MAX_PACKET_LEN - L1_HEADER_LEN - L2_HEADER_LEN) ) ;
        break ;

    case(L2_PROTOCOL_SYNC):
        /* fill data field with SYNC */
        (VOID) ExportL2Sync( bp, &frame.sync, NodeNet(np) ) ;
        break ;

    case(L2_PROTOCOL_TIMESTAMP):
    case(L2_PROTOCOL_TIMESTAMP_INQUIRY):
        /* fill data field with TIMESTAMP */
        (VOID) ExportL2Timestamp( bp, &frame.timestamp, NodeNet(np) ) ;
        break ;

    case(L2_PROTOCOL_LINK_INFO):
    case(L2_PROTOCOL_LINK_INFO_INQUIRY):
        if (MAX_PACKET_LEN - L1_HEADER_LEN - L2_HEADER_LEN) < L2_LINK_INFO_LEN

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#error
#endif

/* sorry, but link_info won't fit */

/* stuff the LINK_INFO into the PLATFORM */
frame_len = (ExportL2LinkInfo(bp,&frame.link_info) - bp) ;

/* pad rest of LINK_INFO with 0x55 */
MemSet( ( bp + frame_len ), 0x55,
        (MAX_PACKET_LEN - L1_HEADER_LEN - L2_HEADER_LEN -
        frame_len) );

break ;

/* the packet is ready to go */
if( NodeNet(np) == MSUBNET_LAN )
{
    SetOutputNode(pp,np) ;
    AddToTxQueue(pp) ;
}
else
{
    L2_PROTOCOL    protocol ;

    /* save the protocol...
       a Failed WANLinkMaint packet deletes the platform */
    protocol = L2Protocol(pp) ;

    /* if the WANLinkMaint didn't work, re-queue */
    if( WANLinkMaintenancesend( np, pp ) != TRUE )
    {
        /* add to SLOW maint list if the Node is failing... */
        AddMaint( np, FALSE, protocol ) ;
    }

    /* perform final accounting */
    switch(protocol)
    {

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case(L2_PROTOCOL_LINK_INFO_INQUIRY):
    /* if LAN, should we move from INIT status? */
    if( (NodeNet(np) == MSUBNET_LAN)
        && (NodeMaintStatus(np) == NODE_MAINT_STATUS_INIT) )
    {
        /* move to TIMESTAMP maintenance status */
        SetNodeMaintStatus( np, NODE_MAINT_STATUS_TIMESTAMP );
    }
    /*FALLTHROUGH*/

case(L2_PROTOCOL_LINK_INFO):
case(L2_PROTOCOL_TIMESTAMP_INQUIRY):
case(L2_PROTOCOL_TIMESTAMP):
    /* advance the maintenance timer */
    GetSynchExpiredMcClockTimer(
        NodeMaintAlarmPtr(np),
        ((NodeNet(np) == MSUBNET_LAN) ? RamLANMaintInterval_M :
        RamWANMaintInterval_M) + MaintPeriodFuzz(NodeNet(np)) ) ;
    break ;
}

/* maintenance frame successfully scheduled */
return TRUE ;
}

/*
 */
    Updates the volatiles fields in a maintenance packet

#ifdef PROTOTYPE
VOID UpdateMaint(
    PLATFORM *pp)

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#else
VOID UpdateMaint( pp )
PLATFORM *pp ;
#endif
(
    MTIME clock ;
    MTIME_ERROR clock_error ;
    MCLOCK_TIMER timer ;

    switch( L2Protocol(pp) )
    (

        case(L2_PROTOCOL_SYNC):

            GetMclockTimer(&timer) ;

            /* Radio ALWAYS diddles... make sure that AGE is current */
            DiddleExportedL2SyncAge( L2DataPtr(pp), timer ) ;

            break ;

        case(L2_PROTOCOL_TIMESTAMP):
        case(L2_PROTOCOL_TIMESTAMP_INQUIRY):

            /* get current clock and clock error */
            GetMclockWithError(&clock,&clock_error) ;

            /* fixup WAN error time iff required */
            if( (Subnet(pp) == MSUBNET_WAN) || RamTruthfullAntime_W )
            (
                /* and add a gratuitous 1 second of error on top of that */
                AddOffsetMtimeError(&clock_error,&clock_error,CLOCK_GRANULARITY) ;
            )
            else
            (
                CopyMtimeError( &clock_error, ZeroMtimeError() ) ;
            )

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/* update the time and time error */
DiddleExportedL2TimestampTime( L2DataPtr(pp),
    &clock, &clock_error) ;

break ;

case(L2_PROTOCOL_LINK_INFO):
case(L2_PROTOCOL_LINK_INFO_INQUIRY):

/* get current clock and clock error */
GetMclockWithError(&clock,&clock_error) ;

/* and add a gratuitous 1 second of error on top of that */
AddOffsetTimeError(&clock_error,&clock_error,CLOCK_GRANULARITY) ;

#ifdef VOLATILE_AGE
/* get timer to compute current age */
GetMclockTimer(&timer) ;

/* update the time, time error, and age */
DiddleExportedL2LinkInfoTimeAge( L2DataPtr(pp),
    &clock, &clock_error,timer ) ;

/* update the time and time error */
DiddleExportedL2LinkInfoTime( L2DataPtr(pp),
    &clock, &clock_error ) ;

#endif

break ;

)

/*
Local function to process received age. This returns TRUE iff
the caller might want to schedule a new link maintenance frame back
to him.

```

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*/
#ifdef PROTOTYPE
LOCAL BOOLEAN ProcessRecvAge(
PLATFORM *pp, age)
MULONG
#else
LOCAL BOOLEAN ProcessRecvAge(pp,age)
PLATFORM *pp ;
MULONG age ;
#endif
(
    MCLOCK_TIMER now, new_delta ;
    NODE *np ;
    BOOLEAN reborn ;

    /* get current timer */
    GetMclockTimer(&now) ;

    /* use platform arrival timer delta to correct age */
    age += DeltaMclockTimer( &now, PPTimerPtr(pp) ) ;

    np = InputNode(pp) ;

    /* if the node says it has recently re-booted... */
    new_delta = now - age ; /* determine the delta */

    reborn = (labs(new_delta - NodeDeltaAge(np))) >= SECONDS_REQUIRED_TO_REBOOT ;
    if( reborn && !WaitingForAck(np) )
    {
        /* discovery of a new reborn NODE */
        ClearNodeToTries(np) ;
        ClearNodeAckTries(np) ;
        SetNodeMaintStatus(np, NODE_MAINT_STATUS_INIT) ;
    }

    /* in any case, start again with this guy */
    SetNodeDeltaAge(np, new_delta) ;

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np->info.age = age ;
/* trace new info? */
if(Gabby() == GABBY_MAINT)
{
    UTEXT    buf[DEV_STR_LEN] ;

    printf("%s received from ",
           prototype_str( buf, L2Protocol(pp), L2FType(pp)) ) ;

    printf("%s %s-- ",
           link_str(buf, LinkSrcPtr(pp), Subnet(pp)),
           (ISTRUE(reborn) ? "(node reset) " : "")) ;
}

return reborn ;
}

/*
 * Local function to process received time. This returns TRUE iff
 * we might want to consider responding with time of our own
 */
#ifdef PROTOTYPE
LOCAL BOOLEAN ProcessRecvTime(
PLATFORM *pp, *time,
MTIME *time_error)
#else
LOCAL BOOLEAN ProcessRecvTime(pp,time,time_error)
PLATFORM *pp ; *time ;
MTIME *time_error ;
#endif
{
    /* correct received time? */
    if(ISFALSE(isspecialMtime(time)))
    {

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    MCLK_TIMER us ;

    /* get current timer */
    GetMclockTimer(&us) ;

    /* use platform arrival timer delta to correct time */
    AddOffsetTime( time, time,
        DeltaMclockTimer(&us, PPTimerPtr(pp)) ) ;
}

/* can we receive timestamps? */
if( (RamAcceptTime_M) || (Subnet(pp) == MSUBNET_WAN) )
{
    if( Gabby() == GABBY_MAINT )
    {
        UTEXT    buf[DEV_STR_LEN] ;

        printf( "%s received from ",
            protype_str(buf, L2Protocol(pp), L2Ftype(pp)) ) ;

        printf( "%s -- ", link_str(buf, LinkSrcPtr(pp), Subnet(pp)) ) ;
    }

    /* try to set clock -- is their time not good? */
    if( ISFALSE(SetMclockWithError(time, time_error)) )
    {
        if( Gabby() == GABBY_MAINT )
        {
            printf("clock not set\n") ;

            return TRUE ;
        }

        /* our clock was set! */
        else
        {
            if( Gabby() == GABBY_MAINT )
            {

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    printf("%s %s\n",
        PrintMtime(time), PrintMtimeError(time_error)
    );

    return FALSE ;

}

/* can we not receive timestamps but should still respond? */
else
(
    MTIME      clock ;
    MTIME_ERROR clock_error ;

    /* get the local time */
    GetMclockWithError( &clock, &clock_error ) ;

    /* is our time better? */
    if( ISFALSE(isspecialmtime(&clock)) &&
        ISTRUE(IsWorseMtimeError(time_error,&clock_error)))
    {
        return TRUE ;
    }
    else
    {
        return FALSE ;
    }
}

/* Process a received maintenance frame.
*/

#ifdef PROTOTYPE
VOID RecvMaint(
PLATFORM *pp)

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# else
    VOID RecvMaint( pp )
    PLATFORM *pp ;
# endif
(
    NODE *np ;
    union
    (
        L2_SYNC      sync ;
        L2_TIMESTAMP timestamp ;
        L2_LINK_INFO link_info ;
    ) frame ;

    if( (np == InputNode(pp)) == NULLNP )
    (
        sys_puts( "Received Maint from NULLNP!\n" ) ;
        return ;
    )

    if( Gabby() == GABBY_MAINT )
        printf( "RecvMaint protocol:%u\n", L2Protocol(pp) ) ;

        switch( L2Protocol(pp) )
        (
            /* NULL frames convey no information */
            case( L2_PROTOCOL_NULL ):
                break ;

            /* just count the TEST packets */
            case( L2_PROTOCOL_TEST ):
                IncrementRxTestPackets_M() ;
                IncrementNodeTestPackets_M(np) ;
                break ;

            case( L2_PROTOCOL_SYNC ):

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    #if !CONSTLengthL2Sync()
    #error
    #endif

    /* SYNC all here? */
    if( L2DataLen(pp) >= L2_SYNC_LEN)
    (
        /* import SYNC */
        (VOID) ImportL2Sync( &frame.sync, L2DataPtr(pp), NodeNet(np) ) ;

        /* process SYNC */
        if( ProcessRecvAge(pp, frame.sync.age) == TRUE )
        (
            /* if node is reborn, maintain him as fast as possible... */
            AddMaint( np, TRUE, L2_PROTOCOL_LINK_INFO_INQUIRY ) ;

            GetSynchExpiredMclockTimer(
                NodeMaintAlarmPtr(np),
                MaintPeriodFuzz(NodeNet(np))
            ) ;
        )
    )

    break ;

    case(L2_PROTOCOL_TIMESTAMP):
    case(L2_PROTOCOL_TIMESTAMP_INQUIRY):

    #if !CONSTLengthL2Timestamp()
    #error
    #endif

        /* SYNC all here? */
        if( L2DataLen(pp) >= L2_TIMESTAMP_LEN)
        (
            /* import timestamp */
            (VOID) ImportL2Timestamp(
                &frame.timestamp,
                L2DataPtr(pp),

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NodeNet(np) ;

/* process received time -- should we send time back? */
if(ISTRUE(ProcessRecvTime(
    pp,
    &frame.timestamp.time,
    &frame.timestamp.time_error)) &&
    (L2Protocol(pp) ==
        L2_PROTOCOL_TIMESTAMP_INQUIRY))
(
    /* try to send time back */
    AddMaint( np, TRUE, L2_PROTOCOL_TIMESTAMP ) ;
)
break ;

case(L2_PROTOCOL_LINK_INFO):
case(L2_PROTOCOL_LINK_INFO_INQUIRY):

    #if !CONSTLengthL2LinkInfo()
    #error
    #endif

    /* LINK_INFO all here? */
    if( L2DataLen(pp) >= L2_LINK_INFO_LEN)
    (
        /* import LINK_INFO */
        (VOID) ImportL2LinkInfo( &frame.link_info, L2DataPtr(pp) ) ;

        /* remember that node can handle LINK_INFO's */
        SetNodeMaintStatus( np, NODE_MAINT_STATUS_LINK_INFO ) ;

        /* remember select LINK_INFO fields */
        np->info.status = frame.link_info.status ;
        CopyDevAddr(
            &(np->info.dev_addr),
            &frame.link_info.dev_addr) ;
    )

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/* process received age */
(void) ProcessRecvAge( pp, frame.link_info.age ) ;

/* process received time */
(void) ProcessRecvTime(
    pp,
    &frame.link_info.time,
    &frame.link_info.time_error) ;

/* schedule a LINK_INFO response? */
if( L2Protocol(pp) == L2_PROTOCOL_LINK_INFO_INQUIRY )
(
    /* try to send LINK_INFO back */
    AddMaint(np, TRUE, L2_PROTOCOL_LINK_INFO ) ;
)
break ;

/* and free the platform */
FreePlatform(pp) ;

/* end of 'netman' maintenance code */

#define MAX_LOOP_TIME (15) /* Guessed time of max latency */
LOCAL VOID fill_maint_list( MSUBNET net )
(
    NODE *np ;
    QUEUE *head ;
    MCLOCK_TIMER now ;
    if( net == MSUBNET_LAN )
    (
        head = LAN_ActiveNodes_Q ;

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    LockIAN() ;
}
else
{
    head = WAN_ActiveNodes_Q ;
    LockWAN() ;
}

/* initialize 'np' for the search */
np = (NODE *)head ;
while( (np = (NODE *)sys_next_queue((QUE *)np, head)) != NULLNP )
{
    /* what timer is it now */
    GetMclockTimer(&now) ;

    /* if we have not heard from the Node for a Great While */
    if( (NodeNet(np) == MSUBNET_WAN)
        && ((now + MAX_LOOP_TIME) - NodeLastHeardTimer_M(np)) >
        RamWANFailoutInterval_M )
    {
        FailNode(np) ;
        continue ;
    }
    else if( NodeDoomed(np) ) { continue ; }

    /* Service the scanner alarm. */
    if( IsExpiredMclockTimer(&now, NodeScannerAlarmPtr_M(np)) )
    {
        SetNodeLastDataSent_M(np, NodeCurrentDataSent_M(np)) ;
        ResetNodeCurrentDataSent_M(np) ;

        SetNodeLastDataRetries_M(np, NodeCurrentDataRetries_M(np)) ;
        ResetNodeCurrentDataRetries_M(np) ;

        GetExpiredMclockTimer( NodeScannerAlarmPtr_M(np),
            RamWANScannerInterval_M ) ;
    }
}

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/* if we are Maintaining OR Maintaining this Node
AND if node is not napping */
if( (RamMaintainLANLinks_M || NodeMaintain_M(np))
    && IsExpiredMclockTimer( &now, NodeDataRetryTimerPtr(np)) )
(
    /* if Not waiting for ACK and one of the Timers has Expired... */
    if( !WaitingForAck(np)
        && (IsExpiredMclockTimer(&now, NodeMaintAlarmPtr(np))
            || IsExpiredMclockTimer(&now, NodeContactAlarmPtr(np)))
    )
    (
        AddMaint( np, FALSE, L2_PROTOCOL_LINK_INFO_INQUIRY ) ;
    )
)

/* pause for Watchdog */
sys_pend(0, MINIMUM_PEND_TIME) ;

if( net == MSUBNET_LAN ) ( UnlockLAN() ; )
else
    ( UnlockWAN() ; )
)

/* returns BOOL TRUE/FALSE if the MSUBNETs maintenance timer has expired */
BOOL TimeToMaintain( MSUBNET net )
(
    MCLOCK_TIMER now ;

    GetMclockTimer( &now ) ;
    if( net == MSUBNET_LAN )
    (
        return( IsExpiredMclockTimer(&now, &LAN_maintenance_timer) ) ;
    )
    else
    (
        return( IsExpiredMclockTimer(&now, &WAN_maintenance_timer) ) ;
    )
)

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UCOUNT  TicksTillNextMaintenance( MSUBNET net )
(
    MCLOCK_TIMER  now ;
    GetMclockTimer(&now) ;
    if( net == MSUBNET_LAN )
    (
        return( TicksToAlarm(&now, &LAN_maintenance_timer) ) ;
    )
    else
    (
        return( TicksToAlarm(&now, &WAN_maintenance_timer) ) ;
    )
)

UCOUNT PerformMaintenance( MSUBNET net )
(
    NODE      *np ;
    MCLOCK_TIMER  now ;
    BOOL      sent_something ;

    GetMclockTimer( &now ) ;

    if( net == MSUBNET_LAN )
    (
        /* reset the LAN MaintAlarm */
        GetExpiredMclockTimer(&LAN_maintenance_timer,
            RamLANMaintGateInterval_M + MaintPeriodFuzz(net) ) ;

        /* fill the maint list */
        fill_maint_list(MSUBNET_LAN) ;

        /* if we have found one... send the Maint Packet */
        if( (np = GetMaint(MSUBNET_LAN)) != NULLNP )
        (
            SendMaint( np, GetPrimeSourceLinkAddr(MSUBNET_LAN),

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        L2_PROTOCOL_LINK_INFO_INQUIRY, L2_FTYPE_DATA_ACK ) ;

    }
    else
    {
        if( RamSolicitiLANLinks_M ) { SendLANBroadcastSync() ; }

        /* always return TRUE iff LAN.. */
        sent_something = TRUE ;
    }
    else
    {
        /* if the WAN Maint Timer has expired */
        if( IsExpiredMclockTimer(&now, &WAN_maintenance_timer) )
        {
            /* reset the WAN MaintAlarm... accelerate Acquisition Phase */
            if( now <= (NUM_SLOTS * ACQUISITION_ACCELERATION) )
            {
                GetExpiredMclockTimer( &WAN_maintenance_timer,
                    (ACQUISITION_MAINT_GATE + MaintPeriodFuzz(net)) ) ;
            }
            else
            {
                GetExpiredMclockTimer(&WAN_maintenance_timer,
                    RamWANMaintGateInterval_M + MaintPeriodFuzz(net)) ;
            }

            /* update the IdlePeriod machinery */
            UpdateIdle(0,0) ;

            /* perform our Synchron Packet sending */
            MaybeSendSync(now) ;

            /* fill the maint list */
            fill_maint_list(MSUBNET_WAN) ;

            /* if we have found one... send the Maint Packet */
            if( (np = GetMaint(MSUBNET_WAN)) != NULLNP )
            {

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SendMaint( np, GetPrimeSourceLinkAddr(MSUBNET WAN),
  L2_PROTOCOL_LINK_INFO_INQUIRY, L2_FTYPE_DATA_ACK ) ;

    sent_something = TRUE ;
    }
    else
    (
        sent_something = FALSE ;
    )
    )
    return sent_something ;
    )

LOCAL PLATFORM *make_sync( MSUBNET net, LINK_ADDR *link_dest, BOOL ack_noack )
(
    PLATFORM *pp ;
    if( (pp = (PLATFORM *)sys_get_queue(FreePlatform_Q)) != NULLPP )
    (
        if( MkL2Pkt( pp, sizeof(L2_SYNC), L2_PROTOCOL_SYNC,
          ack_noack ? L2_FTYPE_DATA_ACK : L2_FTYPE_DATA_NOACK,
            (L2_FID)0, link_dest, GetPrimeSourceLinkAddr(net), net)
              == NULLCHAR )
        (
            FreePlatform(pp);
            pp = NULLPP ;
        )
        else
        (
            SetOutputNode(pp, NULLNP);
        )
    )
)

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    return pp ;

    PLATFORM *MakeAcquisitionSync( MSUBNET net )
    (
        BOOL    ack_noack ;
        LINK_ADDR link_dest ;
        PLATFORM *pp ;
        L2_SYNC  syncinfo ;

        /* build the link destination field for the SYNC */
        if( net == MSUBNET_WAN )
        (
            DISTANCE    dist = DISTANCE_INFINITY ;
            OCTANT_MASK  om   = OCTANT_MASK_ALL ;
            WAN_ADDR     wan ;

            BuildBroadcastWanAddr( &wan, dist, om, WAN_ADDR_COLOR_MIN, DEFAULT_WANNET ) ;

            WantToLink( &link_dest, &wan ) ;
            ack_noack = FALSE ;
        )
        else
        (
            LAN_ADDR lan ;

            CopyLanAddr( &lan, BroadcastLanAddr() ) ;
            LanToLink( &link_dest, &lan ) ;
            ack_noack = TRUE ;
        )

        GetMclockTimer( &syncinfo.age ) ;

        if( (pp == make_sync( net, &link_dest, ack_noack )) != NULLPP )
        (
            ExportMulong( L2DataPtr(pp), syncinfo.age ) ;
        )
    )

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        return pp ;

    )

#define SLOT_TICK_INCREMENT (TICKS_PER_SLOT / 2)
LOCAL UCOUNT SyncTick(VOID)
(
    LOCAL UCOUNT    last_tick = 0 ;

    if( (last_tick += SLOT_TICK_INCREMENT) >= (NUM_SLOTS * TICKS_PER_SLOT) )
    (
        last_tick = 0 ;
    )

    return last_tick ;
)

LOCAL VOID    SendAcquisitionsSyncs( UCOUNT num_syncs, UTINY power_level, PLATFORM
*pp )
(
    sys_suspend( WAN_RX_TASK ) ;
    sys_wan_gain( power_level, power_level ) ; /* adjust power for these syncs */
    while( num_syncs-- )
    (
        SetTraveling( SyncTick() ) ;
        UpdateMaint(pp) ;
        if(Gabby() == GABBY_WAN) sys_puts("S") ;

        /* don't get our Transmit aborted by the Ticker */
        while( (TICKS_PER_SLOT - Current.tick) < (SYNC_DURATION +
REFRACTORY_PERIOD) ) ;
        WAN_output(pp,0) ;
    )
    SetTraveling(0) ;
    sys_wan_gain( PowerLevel, PowerLevel ) ; /* return to previous power */
    sys_resume(WAN_RX_TASK) ;
)

```

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LOCAL UCOUNT next_syncs = 0 ;
VOID SetNextSyncs( UCOUNT num ) ( next_syncs = num ; )

VOID MaybesendSync( MCLOCK_TIMER now )
(
    UCOUNT      num_syncs ;
    PLATFORM      *pp ;
    UTINY         power_level = 0xff ;

    if( now == 0 ) /* first time */
    {
        num_syncs = (NUM_CHANNELS * 2) ; /* cover every slot */
        power_level = 0 ;
    }
    else if( now < (NUM_CHANNELS * ACQUISITION_ACCELERATION) )
    {
        num_syncs = 20 ;
        power_level = 0x15 ; /* -10 dB according to Mike W. */
    }
    else
    {
        /* scale along with the number of neighbors extant */
        if( (next_syncs == 0) && (rand() % WAN_ActiveNodes_Q->audit) != 0 ) (
            return ; )

        /* else, get the number of syncs we are supposed to send
           and the power level that we are supposed to send it out at */
        num_syncs = next_syncs + 1 ;
        next_syncs = 0 ;
        power_level = PowerLevel ;
    }

    /* this is a SYNC packet */
    if( (pp = MakeAcquisitionSync( MSUBNET_WAN )) != NULLPP )
    {
        SendAcquisitionSyncs( num_syncs, power_level, pp ) ;
        FreePlatform(pp) ;
    }
)

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VOID SendLANBroadcastTimestamp(VOID)
(
    MTIME      now ;
    MTIME_ERROR err ;

    GetMclockWithError( &now, &err ) ;
    if( !ISSpecialMtime(&now) )
    (
        PLATFORM *pp ;

        if( (pp = (PLATFORM *)sys_get_queue(FreePlatform_Q)) != NULLPP )
        (
            LINK_ADDR link ;

            LanToLink( &link, BroadcastLanAddr() ) ;

            MkL2Pkt(pp, LengthMtime(&now) + LengthMtimeError(&our_err),
                    L2_PROTOCOL_TIMESTAMP, L2_FTYPE_DATA_ACK, 1 /* FID */,
                    &link, GetPrimeSourceLinkAddr(MSUBNET_LAN),
                    MSUBNET_LAN ) ;

            /* send this packet on its way */
            SetOutputNode(pp, NULLNP) ;
            LAN_output(pp) ;
        )
    )

    /* used for 'probing' the LAN for any devices */
    VOID SendLANBroadcastSync(VOID)
    (
        PLATFORM *pp ;

        if( (pp = MakeAcquisitionSync( MSUBNET_LAN )) != NULLPP )
        (
            SetOutputNode(pp, NULLNP) ;

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        LAN_output(pp) ;

/* if (Gabby() == GABBY_LAN) sys_puts("Sending LANBroadcastSync\n") ; */

)

/* end of file */

```

### Claims

- 45 1. A method for routing packets of data without a network directory comprising the steps of:
  - assigning to each node in a network an identifier indicative of geographic location, said identifier including a coordinate value referenced to a terrestrial grid;
  - addressing a packet to an ultimate destination node by designating in a packet header said ultimate destination node only by said coordinate value of said ultimate destination node and without designat-
  - 50 ing a complete intermediate path to said ultimate destination node such that the network is free to route the packet via any intermediate path to said ultimate destination node;
  - at said local node, selecting at least one of said neighboring nodes by using said packet header and other information specific to said local node according to preselected criteria;
  - forwarding said packet to said selected neighboring nodes for eventual delivery to said ultimate
  - 55 destination node; and
  - selecting one neighboring node requiring the least amount of power for forwarding said packet.
2. The method according to claim 1 wherein said selecting step includes using said packet header to

determine distance of neighboring nodes relative to said ultimate destination node.

3. The method according to claim 1 wherein said selecting step includes developing a local table for maintaining communication history between said local nodes and said neighboring nodes.
- 5 4. The method according to claim 3 wherein said local table maintains information about said neighboring nodes on at least one of the following criteria: distance, output power required to establish communication, retry history (reliability), throughput history, speed of transfer (net data rate), network delay, data priority, link utilization percentage, closeness to desired destination, closeness to desired bearing, randomness, and closeness to local bearing.
- 10 5. The method according to claim 3 wherein a link quality factor is employed to define preferred communication paths.
- 15 6. A system for routing packets of data in a packet data communication network without a network directory comprising:
  - means for assigning to each node in a network an identifier indicative of geographic location, said identifier including a coordinate value referenced to a terrestrial grid;
  - means for addressing a packet to an ultimate destination node by designating in a packet header said ultimate destination node only by said coordinate value of said ultimate destination node and without designating a complete intermediate path to said ultimate destination node such that the network is free to route the packet via any intermediate path to said ultimate destination node; and
  - means for selecting one neighboring node requiring the least amount of power for forwarding said packet.
- 25 7. A system for routing packets of data without a network directory comprising:
  - means for assigning to each node in a network an identifier indicative of geographic location, said identifier including a coordinate value referenced to a terrestrial grid;
  - means for addressing a packet to an ultimate destination node by designating in a packet header said ultimate destination node only by said coordinate value of said ultimate destination node and without designating a complete intermediate path to said ultimate destination node such that the network is free to route the packet via any intermediate path to said ultimate destination node;
  - at said local node, means for selecting at least one of said neighboring nodes by using said packet header and other information specific to said local node according to preselected criteria;
  - 35 at said local node, means for selecting one neighboring node requiring the least amount of power for forwarding said packet; and
  - means for forwarding said packet to said selected neighboring nodes for eventual delivery to said ultimate destination node.
- 40 8. The system according to claim 7 wherein said selecting means comprises means for selecting one neighboring node requiring the least amount of power for forwarding said packet.
9. The system according to claim 7 wherein said selecting means includes means for using said packet header to determine distance of neighboring nodes relative to said ultimate destination node.
- 45 10. The system according to claim 7 wherein said selecting means includes means for developing a local table for maintaining communication history between said local nodes and said neighboring nodes.
- 50 11. The system according to claim 10 wherein said local table maintains information about said neighboring nodes on at least one of the following criteria: distance, output power required to establish communication, retry history (reliability), throughput history, speed of transfer (net data rate), network delay, data priority, link utilization percentage, closeness to desired destination, closeness to desired bearing, randomness, and closeness to local bearing.

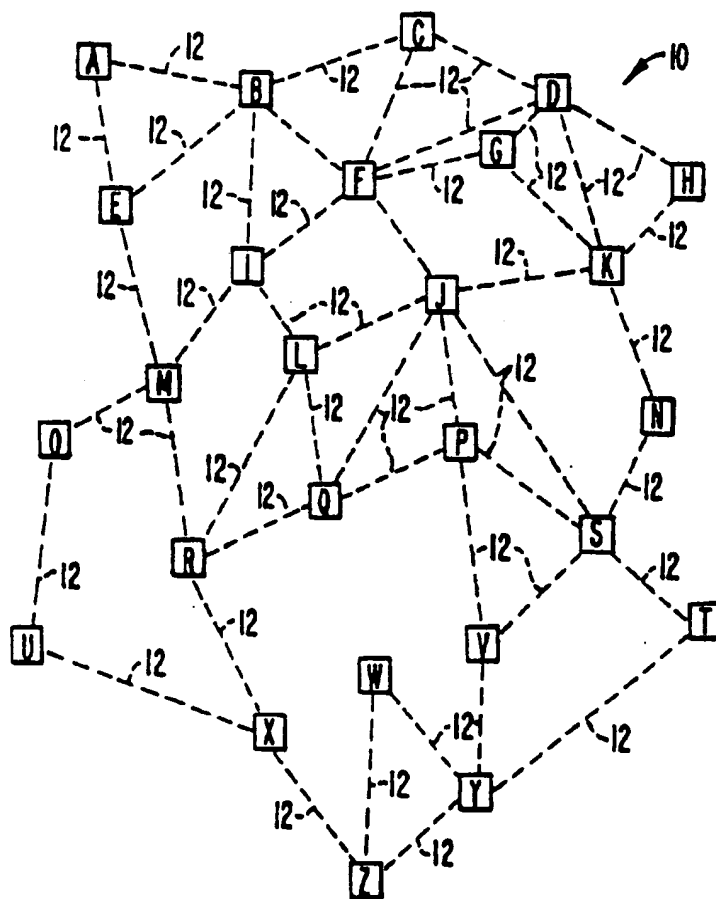


FIG. 1.

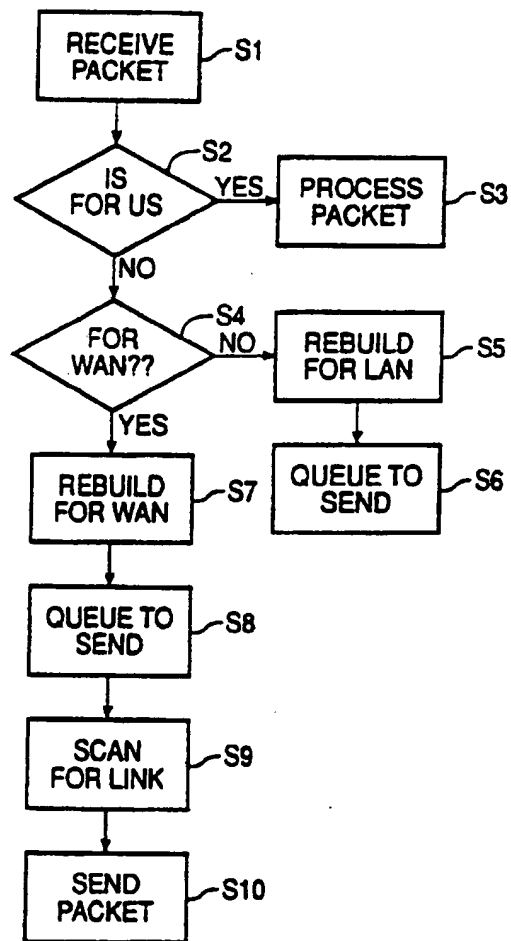


FIG. 2

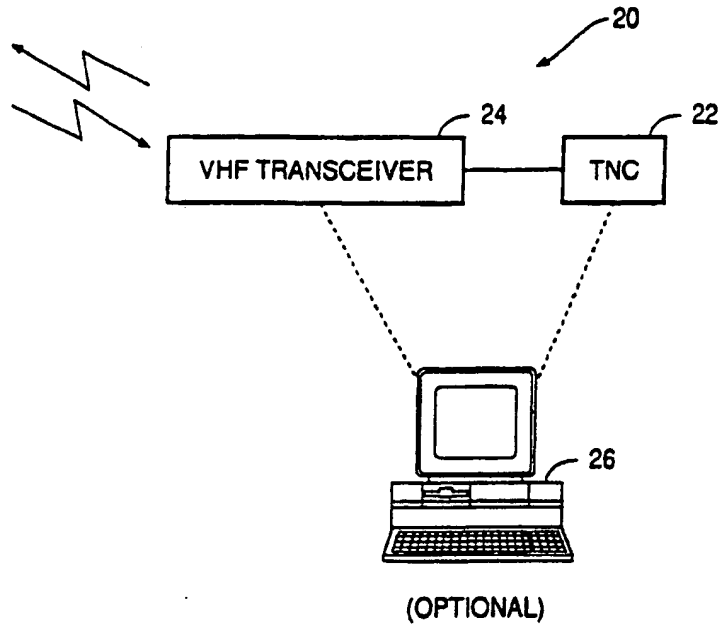


FIG. 3

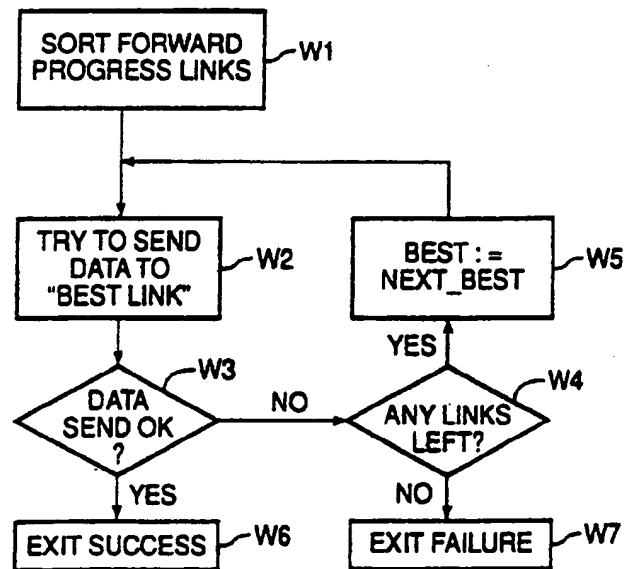


FIG. 4